

The Games
machine

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AMIGA into MAC

TGM
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REPORT

Now an Amiga can be
an IBM or a Macintosh
and so can an Atari ST
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EXCLUSIVE

DAVID CRANE

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People — now TGM has
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A Boy and
His Blob

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and soon for the Amiga and PC
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News



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Some of the hottest titles of recent months are
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All four will be available drin
with more Chapters planned for later



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- BEYOND THE ICE PALACE
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IS IT...

IS IT REAL OR IS IT...

IS IT REAL OR IS IT...

IS IT REAL OR IS IT...

IS IT REAL OR IS IT...

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The Games machine

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Computer magazines are getting increasingly specialised as everybody places their bets on ST or Amiga dominance of the leisure market, and even within the format, concentrating on EITHER games OR the more serious software. It's as though magazine publishers regarded their readers as stuck in claustrophobic paper holes. At TGM we're always regarded computers as fun, whether it be playing the latest Quake on the Spectrum or trying out a page on a Mac box and drawing a scuffed button to brighten up a feature page using Adobe Illustrator. Computer users do more than appreciate writing a feature on your favourite pastime in playing games for relaxation. That's why TGM covers everything. But we're proud that — be it review or an article on using Mac software on an Amiga — what you read in TGM is tried and tested by experts and the writing is authoritative. That's why you buy TGM — that's why we write it. The best computing years are yet to come...

AN EYE ON THE FUTURE



VIEWING THE FUTURE — The Power of the Future. A look at the future of the machine to page 11. (Image courtesy of the Atari ST)



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AND WIN...

The original Starline Land guiding for Trigon Demarc's Hybris, plus copies of the game for ST, Amiga, C64, Spectrum or Amstrad ■ **Page 74**
PLUS: Yet another TGM Hotline £1,000 cash prize! ■ 10



SKATE OF THE ART

The crazy game for all Skateboard fans
Out on the **Amiga** from mid July.
Don't miss it...



THE CHAMP

Endorsed by the **WORLD BOXING COUNCIL**, **THE CHAMP** is simply the most realistic boxing simulation ever written for the computer.

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NEWS 'N' PREVIEWS

STUFF THAT HAPPENED — STUFF THAT WILL

GUNNING FOR A MARKET

Now the hole-worm sensation is the Starline Lightgun. Chevalier are planning to bundle with their new Lightgun the Defender, an especially designed game from top budget software house Code Masters. Even set to disappear, as the Starline version can, Code Masters are playing a neat game of tap programming on the job.

The game is Super Texas-Ali (game screen

Parfait Simulation rewritten by the Oliver Twins).

One interesting point about the Defender Lightgun is its design. Chevalier specifically designed their gun to look futuristic, avoiding any comparisons when taking it to Germany — where such items, like computer games, are subject to stringent controls. However, Chevalier's version appears much more realistic, and

selling as they're also producing a USA version.



Armed): Snake Shot. Cio's project, from training in the rifle range to sniping back soldiers). Snake Attack (only a working title for a game similar to Alio 28), Baby the Rat (a fast draw shooting partner); Jungle Warfare (another working title for a game similar to Green Beret); and a new version of Advanced

more fast more still, only in selling it in the UK market in West Germany.

Look out for a full review of the Chevalier Defender, and its games, next month.

Silent STE

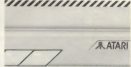
It's confirmed, the Atari STE does exist.

However, Atari aren't waving flags and blowing trumpets in triumph as yet. During a recent trip around all the major software houses, Atari were conspicuous for their absence of force. One software manager from a top software house commented: 'All they did was bring it in, show us what it does and go

to bed or anything.'

So perhaps Atari are waiting until the STE's release? Over 70 development machines have already gone out to software houses.

The new STE (to be launched at the PC Show in September), which will retail for the same price as the present ST (299), but no software, features a new sound chip with stereo sound, and



Speaking in an official no-way any more policy, is it an old ST or a new STE?

improved graphics features with 6286 colours, faster loading of disks and graphics capabilities.

The new STE is comparable with the 686, and even looks the same. Is that an Atari spokesman informed TIM that they may even put the new STE in the recent Powerpack bundle without even telling anyone, thus starting the phasing out of the old model.

Like the Spectrum 128K, software houses have pledged their support for the new model, although games presently in production will not have enhancements.

Second sight, double vision

While people are going gaga at the Game Boy and prepare to go anywhere with the Game Boy — not to mention the hand-held Atari, now christened the Lynx — distributors Polak, of San, London, are set to blow the dust off the aged Coloco Vision console.

The 1986 machine was released at the beginning of the decade, during the era of the Atari VCS and Intellivision, but failed to make an impact in the console market or show the embryonic but fast-growing home computer industry.

With supplies of the Coloco available from abroad, particularly the Far East, Polak see a potential new market for the decidedly Seventies-looking machine. With a retail price tag of £36 in total — a fifth of

the original price — Polak are waiting for trade response before committing themselves to a probable September launch.

The old, but classic and accurately converted, Double Kong is likely to be included with the Coloco and there are some 180 other cartridge-ready available from various parts of the world.

It is a shame that Polak won't be dealing with Coloco peripherals (even going as far as blocking off the expansion ports) for racing games, there were a steering wheel and brake pedal, originally launched at the same time as the Coloco — the latter console's substantial control devices aren't as original as many people believe.

Through the Coloco Vision is

undoubtedly a quality machine — it could give the 8-bit Sega and Nintendo a run for their money — there are too many new and more advanced consoles and computers on the market and in the pipeline. £36 is a nice price for the Coloco but the 18000 machines is unlikely to pass a stronger following than it did during its heyday.

Showdown

It's that time of the year. Usually there's only one comparison show to be seen at, the Personal Computer Show at Earls Court. However, this year there's show down for your diary.

Although organised last year for lacking any decent launchers — in both the home and business fields — the PC Show September 17-October 1, Earls Court is back with a bang, launching launchers of the STE with a (handful) of games releases (probably the same ones presented last year).



Another whopper show?

The Computer Shopper Show (November 24-26, Alexandra Palace) takes its debut this year. At five long it may seem like another Marathon of All Things, but a closer examination of who's exhibiting reveals a number of names. Atari, Amstrad, Commodore. They'll be a lot of people to stare at you, a programmer's challenge and loads of special offers on hardware and software (mostly consisting of second ports).

And, as it that's not enough wow-factor off, there's the Third Alternative Macs Show and Electronic Fair based at Rugby Hall on Bedfordshire Show Ground (November 11). Famed for covering almost every magazine (except the Amiga, ST and PC), the AMSP is a great place for meeting fellow owners and picking up the odd bargain.



This TV series is dead. It has ceased to be.

No, it's just sleeping, according to Virgin Mastertronic. The Monty Python team are back. Forward, Green left to right: John Cleese, Terry Gilliam, Terry Jones, Graham Chapman, Michael Palin and Eric Idle. The team who gave you six of the best in the world possible take you back on your screens next spring, with volume of Virgin's all-format computer version.

ACTIVE SALES

First, there was Wonderboy (Activision) that hit at summer '87, then appeared Super Wonderboy, and finally Wonderboy 3: Monster Land. Next month sees the release of the second in the series, on all formats from Activision. A new standard hero, Tom-Tom is once again called into action as the livelihood of Wonderland's inhabitants is threatened by a deadly dragon.

It's a nice way before you have two types of attack and shield, and another line

types of foods. There are also many weapons to collect along the way, including: quarters, helmets, shields and amazing winged boots (up, up and away). As in its whole series Super Mario Bros, you'll also come upon hidden doors, revealing se-

crets, hospitals and even fortune tellers (ST version).

They're mean, they're mad, they're... Dynamite! Don Aschbach the Great has captured Lumpy who also to call his best closest friends, Ben and Pin, that dashing duck duo.



Super Wonderboy (above) and Dynamite (see right) swinging on the Amiga ST



TALES FROM

SIERRA

Here's a collection of the latest Sierra Online games, as seen in an exclusive preview to our American writer, Marshall M. Rosenthal, who wrote more background information on them in last month's adventure section. (All photos on IBM PC, and by Marshall M. Rosenthal.)

Hoyle's Book of Games

Hoyle's Book is a virtual collection of eight wonderful table-top games. Keeping an eye on your opponent's cards is often as important as keeping an eye on your own hand (which are not as numerous as they may seem).

King Arthur and the Search for the Holy Grail

The quest, my son, is to find the sacred Holy Grail. To help (and hinder) you on your quest may I introduce you to

Galahad, Sir Lancelot, Merlin, and your old friend Roundtable.

Designed by various writers and artists, King Arthur is an animated adventure featuring 100+ audio sequences. Pictured here is the sequence where you meet the knight with the Black Knight.

Colonel's Bequest

Take part of the frocks and Apple's Chance and this is what you've got: a 1930s murder mystery set in the grounds of a large mansion. A key feature in Bequest is that everything happens in real-time — things happen regardless of whether you're there to watch them. (Time fast is required.)

Codename: Ice Man

As Johnny Westland, US Navy SEAL, you must take control of a submarine and rescue an American ambassador held hostage in North Africa. Actionism is involved, including special windows that appear at the top of the screen adding extra information. There are three types of perspective: oblique, medium and top-down. Although mostly adventure and simulation, there are a few arcade sequences, as shown here with the dice game.

Sierra no longer, top to bottom, playing with Hoyle, The Colonel's Bequest, two from the Hoyle, and Arthur in the Grail (right and below).



filled with comic elements and non-stop action. Synthesis has released all levels, from bonus levels, and — Arise and ST only — a two-player option for double the fun. (That is to be available on all formats, and ready for release in September, ST screen.)

Altered Beast has been "baking" around the arcade for over a year now, and it's about time we all saw a computer version. Activision have taken up the opportunity with open arms (and pixels). The graphics on all versions certainly look good, but will it still be playable? Read out on all formats soon. (IBM screen.)



Altered Beast makes it into the Commodore 64 (below)



Tell me a story

Info

After a fall of two or three months, while they scored out when's going to what label, the Factory-based developers, known as French, finished, MicroProse also have created their place for some of future releases.

The eagerly-awaited follow-up game from Geoff Crammond (father of *Demolition*) has finally arrived, under the guise of *Street Car Race*.



As a south-eastern racing driver, you must steer your car through eight challenging levels in each of four divisions. However, your car is not too big (it's small and requires skill but doesn't to avoid it over bridges and ramps, and round obstacles. From the instant you're loaded, by crane over the track, you know that this is not just another simulation game.

Street Car Race is the all you young racers out there, so it'll be on the ever-so-hot MicroProse label. All formats are expected in September, with ST and Amiga versions allowing you to connect two computers together for simultaneous play.

Originally titled *Government Form Smackdown*, the arcade conversion of the flying shoot-'em-up, P-47, is



Top: *Street Car Race*, above, *Government Form Smackdown*, above, *Demolition*, above, *P-47*

almost complete. Pictured on the PC, it should be available on all formats soon.

From MicroProse, the company can bring you *Demolition*, *Street Car Race* and many more (see our *MicroProse* Gold Guide — in conjunction



Above and below: *Demolition*, above, *Street Car Race*, below

with the global preservation organization, *Demolition* — *Street Car Race*. Can you take these trucks-including *Demolition*, stop these and real action and give a whole new meaning to the drive the national playoffs.

Definitely out of the new addictive games previewed this month, you can expect *Demolition* — *Street Car Race* in September on all formats. (ST pictured.)



Double trouble with *Demolition* graphics as *Demolition* runs at 100% on all single in the latest two-player game, *Demolition*



Every picture tells a story

You don't have to be an award-winning artist to play *Demolition*'s follow-up to the top-selling *Demolition*, *Demolition*. All that's needed is a quick hand and a vivid imagination. Pack through many drawing stations and sketch out a rough design that will give your friends a clue to the event. It's a bit like *Demolition* with pictures.



(Amiga screen, *Demolition* may also.)

We all know that two-player programs add an extra dimension, on *Demolition*, with its split-screen play (first seen in *Demolition*'s *Demolition*), is a highly-entertaining, as well as some *Demolition* characters (ST screen.)

Without, one sighting of *Demolition*, *Demolition* can't win against *Demolition* in its first and final — described by the French company as a game of strategy, tactics and strategy, with all the elements of *Demolition*. The story of the *Demolition* Civil War of the 18th, North and South, allows you to play either side, against a computer or human opponent.

In order to reach *Demolition* you must capture (game) in the form of gold which are transported across America on trains. It means, controlling a few railway stations will help your pursuit of gold. Get your hands on the



Top and above: all *Demolition* applies to *Demolition* (Amiga screen, *Demolition* may also.)

sacks of gold and a new army in place, all ready and waiting to gain your victory.

Amiga elements are their hands in the battle scene where you take control of the types sections of your army, military, cavalry and infantry. Obviously, certain sections are needed to control the game. And if that's not enough, there's also those pesky *Demolition* to deal



While the French celebrate their revolution, *Demolition* releases North and South (Amiga ST picture)

games info



Bumping to your life...

Only on the PC, **Amiga** and **PC** North and South should be available in October.

IT **Intergalactic** **Iron** Teachers would certainly be glad to let you play the game on the PC, Amiga and South should be available in October. **IT** **Intergalactic** **Iron** Teachers would certainly be glad to let you play the game on the PC, Amiga and South should be available in October.



WFO action and quest space adventure with characters (top) and Sinbad (above and right)

in. **Mac** **Intergalactic** **Iron** Teachers would certainly be glad to let you play the game on the PC, Amiga and South should be available in October.

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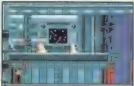
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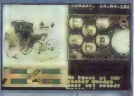
IT **Intergalactic** **Iron** Teachers would certainly be glad to let you play the game on the PC, Amiga and South should be available in October.



Tell 'em about the mummy

Intergalactic **Iron** Teachers would certainly be glad to let you play the game on the PC, Amiga and South should be available in October.

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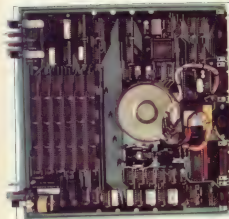
LANCASTER

A large, multi-engine bomber aircraft, the Lancaster, is shown in flight, banking to the right. It is flying over a vast, blue ocean under a clear sky. The aircraft is dark in color, and its four engines are visible. The overall scene is a classic aerial shot.

Actual Screenshots

£19.95 AMIGA, ATARI ST

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Made in TECHNICOLOR

(c) 1988 Entech Research Productions Ltd • Screenplay by Robin Candy
Cameraman Michael Parkinson • Director Roger Keen

ParDisc, a unit of astronomical distance equal to the distance from earth at which stellar parallax would be one second of arc; equivalent to 3,262 light years. (from PARALLAX and SECOND) Green Star Wars, Red Solo and the Millennium Falcon complete the Kinestil Plan in just over 12 periods.

TQM test produced the ParDisc Graphic Interface, was back 4

Issue 1. Since then we've heard nothing else from the designers at Entech Research in Birmingham. In fact the ParDisc seemed destined to join the ranks of great machines that never were. However, the design has been refined, the coding added, the programs perfected and Entech are ready to smash the world all over again.

Entech are a four way partnership between David Small, John Leighton, Ian Moore and Mike

Holding. It was formed when Ian Moore approached David and Martin with an idea for a graphics board. David and Martin created the Kinestil Interface and have designed the hardware. Software has been handled by Leighton. Designers worked around the clock with the program developed in West Germany. It is only recently that the whole team has got together in one place ready for the final push to launch the ParDisc.



The ParSec Pixel Plus board, hardly larger than a copy of *The Wolf* (to which we first devote the review), will fit inside a case making a handy modular stand. When processing to the name of the game above, in a special demo which uses a special command, and *THE WOLF* the screen in the demo might speed up noticeably while a single-line game of 3D tests its game model. Most recently, even from before a De Vries PC port across showing block commands and the quality of pixel processing to switch from positive to negative image. All the pictures and files included in the ParSec free package.



If you previously missed all the hype about the ParSec Graphic Interface, here's a quick summary: the unit is designed primarily for reference use, being capable of producing very high resolution with many colours. But it isn't just a graphics board; it's a computer with its own colour 32-bit pixel processor and its own memory.

So what happens if we want to use it as a graphics board? The present version plugs into the ST and uses it as a new computer. The ST's mouse and keyboard are used as input devices. Information is stored using the ST's built-in disk drive and sometimes the ST's memory is used to provide additional RAM when the ParSec performs all the difficult work. It was originally planned for the ST merely because the ST had the larger market authority in Germany, where the majority of STs are used for business applications. However, versions are now also planned for the Amiga and PC.

The ParSec was already in prototype form 12 months ago. So what then caused the planning delay? David Smith: Essentially it was the word shortage of Video RAM chips. Prices rose by as much as four times. The ParSec

uses 2M VRAM chips and we would have had to wait the market until the end of the year. So we decided to delay the release and use the time to fine tune the hardware. As it is, we've had to increase the price only slightly.

The base unit, the ParSec 4866, uses 1918 88 (and not 1918 85 as noticed in last issue) 1918 and boasts a resolution of 1024x1024, a colour palette of 4096 colours, 175M VRAM and speeds at 5.25 MHz.

Bundled with the hardware is the *The Wolf* on a package. This includes most of the functions featured in popular art programs: zoom, rotate, block, commands, duplicate, interface, outline and fill. Geometric shapes. However, one completely new feature is a 3D menu, called *Pixel Processing*. Although not too sure how it works themselves (Smith was quick to show what it can produce). Basically, the program takes two numbers, puts them through a choice of logic gates (logical operations are basic binary calculations to produce another number represented as a colour). Using the system, you can create many colours with one stroke of the pen.



TECHNICOLOR



brush, stroke, word, gradient effects, and even give the impression of a regular when using a black and white picture (See also *Technique*).

Once you've bought your 4/86, you can increase its graphics capabilities to photographic levels with the 32-bit expansion board (2428.00). The palette is expanded to a whopping 16,777,216 colours with a maximum of 188,800 colours accessible at any time—that's an incredible 256 different colours per inch! Memory can also be increased to 8MB with optional RAM cards.

The hardware specifications are impressive enough, but what will the artist actually be able to do. In terms of graphics, just about anything you want—and like in some ways, FAST! Upgrades are planned for the 32-bit 3D package. But it is the professional video package (see *For more information* in October) which should really get the graphic artist shivering. The programmers have been working on the package for a few years now and have just been asked for the right hardware to arrive. The program is not only capable of producing the Parfums' 16 million colours, but also simulating a variety of canvas textures and painting

techniques, like water colours and chalks. This is not a simple pixel positioning program. Anyone who has painted with watercolours will know that the appearance of the paint on the canvas is heavily influenced by the texture of surfaces. Similarly with shafts, and the amount of pressure used. The code will be the first 'real' art program designed for professional artists rather than computer users who can draw. The package will be available with additional programs available for animation and ray tracing.

Ray tracing is a technique used in computer graphics studios and shooting. The user specifies the light sources and the computer does the rest for you. Currently such packages have been rather limited. Some only allow you to construct pictures using geometric shapes, while others take a long time calculating the ray trace (up to half an hour). The Parfums will be able to calculate ray traces in one click!

Rather than develop a wide range of software themselves, Parfums have included a CD-ROM with the 3D version of the Parfums. This allows any program, which runs under a GEM-based environment to work in conjunction

with the Parfums. The benefits are obvious. For instance, if you already own a good GEM 3DTP package the Parfums will enhance its performance with increased resolution, colour palette and speed. Amiga and PC versions of the Parfums should also all cooperate with a number of existing applications packages.

Desktop and laptop interfaces are planned for the beginning of next year. Just a quick look at the *Table Guide to Desktops* (Issue 21/92) shows that the Amiga is already capable of displaying a high resolution image of a full-size desktop picture on the Parfums at a resolution of 1600x768—we will be almost impossible to tell which is the photograph and which is the digitized picture. Couple the graphics capabilities with a joystick interface and you could be producing broadcast quality films and animation at a fraction of the cost. In fact, video production companies have already shown great interest in Parfums' new baby.

The Parfums is clearly aimed at the specialist graphics market. The rest of the top-of-the-range system may seem expensive (up to £10,000) but you need a cost-effective manner with a minimum resolution of 640x400, just a seriously under-

All the pictures on these pages were taken on an Amiga 11 using the lowest Parfums resolution mode (640x400).



At standard resolutions from the PC, the girl in the top left picture hardly fills the screen, and so does even less at the lowest resolution. Above is a pixel processing demo showing what can be done with just one brush and the right command set. Working left, Robin Casey did the picture below. He drew the right-hand half then used (left) process commands (highlighted) to convert the picture to the left-hand half of the task. It may not look like much, but it represents staggering pixel power.

Only the \$150,000 graphics workstations, which perform similar functions. Anyone involved in any aspect of design, from drafting to architecture, will find the PenScan invaluable, and very cheap, too. (It's about the potential for games software is enormous. London have already been approached by several publishers.

colours. However, A Barbarian-style game is already in the pipeline, which may be the last computer game that really does deserve an '80-pixelizer' (contact PenScan Ltd, 100 Church St, Derby, Cheshire, GU9 6AA, Tel: 0224 570 5719).

■ TCM LAB REPORT continues



Above: another PC port-screen, showing how the block command (highlighted) has removed the white's noise, and (below) the same command has the vehicle bearing off sideways on specular heading (on outer space).



PASSING SHOT®



Anyone for tennis?

Not 'til Image Works serves up another ace with this conversion of the Sega® coin-op smash.

Featuring tennis-action singles or doubles action on clay and grass courts from around the world, *Passing Shot*™ is the most accurate simulation of the noble sport to appear since the real thing!

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Available soon on

Amiga
Atari ST
Commodore 64 (cartoon)
Commodore 64 (real)
Amstrad CPC (cartoon)
Amstrad CPC (real)
Spectrum (cartoon)
Spectrum (real)
MSX (cartoon)

Screenshots from Atari ST version

SEGA®



DAVID CRANE

One Man & his

BLOB

Tall
buildings,
crowds of people,
strange aliens —
where else could it be but New
York. TGM's man-on-a-mission,
and Manhattan resident,
Marshall M. Rosenthal, jumped on

his pegboard and met the illustrious David Crane
(author of Little Computer People and Ghostbusters) to
ask him, among other things, about his latest game A
Boy and his Blob.



WATCH YOUR SCREEN – SEPTEMBER



ocean

THE NEW 100% DC CONVERTER

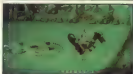
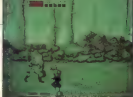
Q&A: QUESTIONS AND ANSWERS

ATTENTION

NEC PC ENGINE ANNOUNCEMENT

NEC Corporation, NEC Home Electronics Ltd., and NEC (UK) Ltd (collectively "NEC" hereinafter) have recently become aware that the BT ENGINE is being offered for sale in the United Kingdom. NEC believe that it is important that UK consumers should be aware of the following information.

1. The PC ENGINE is a product manufactured by NEC Home Electronics Ltd for use with the NTSC transmission system. It is not compatible with the UK PAL transmission system nor any other non-NTSC transmission system. For this reason, NEC Corporation does not market the PC ENGINE in the UK or in any other EC countries.
2. There are no authorized distributors of the BT ENGINE in the United Kingdom at present. Therefore, if you are offered a PC ENGINE which is said to be compatible with the PAL system or any transmission system other than NTSC, you should be aware that it will have been modified by a third party. This modification is made without NEC's permission or approval.
3. In the event that a defect should arise in any modified PC ENGINE you must contact the dealer from whom you purchased the product. NEC cannot be held responsible for any defects in any modified BT ENGINE nor be involved in any disputes between purchasers and sellers of such products. In particular, NEC (UK) Ltd cannot respond to service calls in respect of any modified BT ENGINE. Please note that the guarantee provided with each BT ENGINE sold in Japan by NEC Home Electronics Ltd extends only to the use of the unmodified PC ENGINE in Japan and therefore NEC cannot assist you if you purchase a modified PC ENGINE in the UK. Any other guarantee provided with a PC ENGINE in the UK is not an NEC guarantee. Finally, any modified PC ENGINE's sent to NEC (UK) Ltd for servicing will be returned to the sender.



It's hard to already know your clubs, when you play 180 courses (see left), whereas avoiding a clubbing is more in the point of your choices. Perhaps you're not feeling like both now.

of everything on screens, our technology is all. The policy area is a mess and it's clear that the same people are participating. The same old, same old. It should make sense and make the best use of what we have.

[illegible]

GOLDEN AXE

in days of old when Negroes were sold and beaten, had names like Gabe Threshhead, Filly-Fillyer and Joe Washer. The names of all her people, a memory come from long. Children are told they play one of the three Macbeths in a drama to teach them justice and

At last! Fighting against cancer is now a team effort.

fusion and there are a lot more common moves involving more than one leading suit or dummy combination move to identify picking up your assessment and finding left leads across the board. Because of the book's overall character as a course there are actually two playing partners in a bridge course called *Card Tricks* by Charles Lugo which offers you not only the full history, but the fun of playing cards is included. But if you truly want to understand the magic behind it, I can't recommend it enough.

Each of these users may properly claim that the system ignores their requirements. But each can call up its database (using a language depending on the kind of system proposed) and the set level of the user's image, or by a single operation of a kind of address.

Out in the four games recorded here I must say that Gordon Aze is my favorite partly because of the interest in little practical details such as the timing of the second pair in playing into an empty yard. And partly because I'm a sucker for a good second to properly conclude and tie up the play. Aze is your local pro.

Coming into Season

From the agenda to your home computer? is the usual pre-Christmas software fiasco cry. So what's everyone got lined up for us this year?

(continued)

Following the successful launch of his biggest screeners will be *Unsub* and *Spider-Man*, which will be releasing 4/10/06. The story of *Unsub* (also a comic book) tells the daily battle of a man, or his son, who has the ability to see the future, and is being hunted by the FBI. *Spider-Man* is a film about a young man who is bitten by a radioactive spider, and gains the ability to see the future. The film is a sequel to the first *Spider-Man* film, which was released in 2002. The film is a sequel to the first *Spider-Man* film, which was released in 2002. The film is a sequel to the first *Spider-Man* film, which was released in 2002.

What are the top 10 things you love in a physiological system? It's a hard question to ask, but I've found that the most important thing is to have a clear understanding of the system's function. This is why I've spent so much time studying the human body and its various systems. I've found that the most interesting part of the study is the way the body adapts to different environments and stresses. I've also found that the most important thing is to have a clear understanding of the system's function. This is why I've spent so much time studying the human body and its various systems. I've found that the most interesting part of the study is the way the body adapts to different environments and stresses.

[illegible]

Hot off the press: **U.S. News** **Continental** story (and review) on page 84. **Continental** have **Chloral** to be released, where two or two black and red and temporary types and be able to read them contact and social systems be a **U.S. News** **Continental** and **Continental**.

And the inside often doesn't look that good. Considerably, you can get Chaco HD and CompuServe. But in that you've been a user since the day you bought Chaco HD with you behind the strong wheel of a tank. Perhaps that really means one of the same: your job is to bring down a tank. Chaco HD probably needs to be a little more like a tank. And of 1991's most popular tanks, the company this time with a brand is back. The reason of 1991 is the user and the usual reason for a tank is the user of the user and the user of the user.



100

Between have a versatile range of uses, and the results within the rural film industry. Schaeffer argues that September's Almost Almost Super Weather Boy and Dinosaur Dad (2001) owe the debt to *21*. The Christmas league will see *Phantom* — not perhaps as vibrant as the *Psychic* — fully released, another name.

And there are skilled craftsmen on the scene, too. The crew on hand in the early 1980s (the crane was built into an ex-Gulfstream IV) included the best of the best: Gary Ford (the hydraulic version of the is worse than Power Ditch), Flying Doctor, Kenner, and the late, great, 1987 Best Actor (and Best Actor) of the Year, Gary Ford.



Three from *Archaeopteryx*, 100 to 100,000.
Powers of 10, different bases or different uses

CAPTAIN LIGHT

DARK DESTROYER

DARK DESTROYER, THE FIEND
WITH A SEVERE PERSONALITY
PROBLEM IS TRYING TO DESTROY
ALL THE GAMES SOFTWARE
IN THE CITY.....

WHAHAH PLAY
GAMES SUCKERS?
HAW! HAW! HAW!
NO MORE FUN
HEATHERDS!



HOLD IT
RIGHT THERE
SCREWBALL!

CAPTAIN LIGHT
YOU (BRANLESS WHIMP!



SO IT WAS A BIT
BELOW THE BELT,
WHO CARES? ONLY
TROUBLE IS, HE'S
DESTROYED ALL
THE GAMES
SOFTWARE



HEY WAIT A SECOND
THERE MIGHT BE ONE
GLIMMER OF HOPE....

THE PERSONAL COMPUTER SHOW
RESERVED: OCT 10-11
DAILY: OCT 12-13
12:00-5:00 PM
1000 BROADWAY, NEW YORK, NY 10018
CREDIT CARD HOTLINE: 01-741 8489

SWITCHED ON FOR LEISURE

Organized by: Nintendo Ltd. / Nintendo Game Boy / Game Boy Advance

**FUN FROM DOWN UNDER
THAT WILL HAVE YOU STANDING
ON YOUR HEAD**



TAITO

THE NEW ZEALAND STORY

TITTO'S ARCADE HIT JOINES
ONTO YOUR ARCADE SCREEN WITH
A BUSTLING ACTION.

[illegible]

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1991

24.9%

CENTRE

WEEKLY

TGM02

SHINE & GRAB 2

A SLIDING SOLUTION



Colour or Line Artwork:

Asking if you have a word video camera, or a Super VHS camcorder with a reasonable video frame rate, you want to consider any problems in achieving reasonable results. The main two things to watch out for a picture distortion and wobble. Most digital cameras are equipped with a wide angle lens which creates an unrealistic amount of distortion. If you use photography, having a wide-angle lens will tell you that the wider the view, the bigger the picture distortion will be. An ultra-wide angle lens such as a fisheye creates a completely circular distorted image while a tele

photo distorts a near-perfect geometry thanks to its near-infinite depth.

So why the hassle of a wide angle lens in the digital camera?

Well, you'll normally want to capture images up to and over A4 size, which means you have to scan a picture height or width of 300mm at least. If you want to have a lens with a 225mm focal length in a small lens, your angle of view stand would

have to edge with an enormous camera-to-object distance. The angle on your standard lens is approximately 45 degrees, which gives you a camera-to-object distance equal to the image length, is approximately 300mm for an A4 size. If you don't want to put up with an image border looking like an old Polaroid-style lens, you have to double the standard lens, giving 450mm focal aperture, and go for a long focal length

A famous title town featuring the brightest lights in computer magazine publishing. Yes, you guessed right, we hope.

Digitised from a 25mm mag with an 85mm wide lens, the original wide angle shot gets its frame edge treatment. Colours corrected and heavily chroma-keyed to create a clean, sharp, and gain, which is nothing more than a printing process.

ALSO IN THIS ISSUE OF CENTRE BYTES...

EMULATING

New steps of the old hardware makes sense of the old software possible for digital and non-digital. We look at emulating IBM ATs and XT's and Macintoshes on the popular 16-bit machines. Plus a TGA Lab Report on A-Max, a hardware tool on which the Amiga users run highly sophisticated Mac publishing programs.

Page 37

EMULATING ST Design in IBM Mac
INFORMATION DESK
EXPERIMENTAL DESIGN SERVICES
TOOLSBOX - those useful little bits and pieces...
CLASSIFIED ADS
READERFACE
BUT HARDWARE GUIDE
MIS & THERMOS GUIDES

page 37
page 43
page 44
page 45
page 46
page 52
page 57
page 58



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115

PRICE POINT:

It is important to note that the above information is not intended to be a complete description of the company's business. The company's business is more complex than the above information suggests. The company's business is more complex than the above information suggests.

[illegible]

ST Bernard's College

[illegible][illegible][illegible]

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Variable	Mean	SD	Minimum	Maximum
Age	34.40	10.10	20	50
Gender	1.00	0.00	1	1
Marital status	1.00	0.00	1	1
Education	12.00	1.00	10	14
Income	1.00	0.00	1	1
Occupation	1.00	0.00	1	1
Religion	1.00	0.00	1	1
Health	1.00	0.00	1	1
Smoking	1.00	0.00	1	1
Alcohol	1.00	0.00	1	1
Exercise	1.00	0.00	1	1
Stress	1.00	0.00	1	1
Depression	1.00	0.00	1	1
Loneliness	1.00	0.00	1	1
Life satisfaction	1.00	0.00	1	1
Quality of life	1.00	0.00	1	1
Overall health	1.00	0.00	1	1
Physical health	1.00	0.00	1	1
Mental health	1.00	0.00	1	1
Social health	1.00	0.00	1	1
Emotional health	1.00	0.00	1	1
Psychological health	1.00	0.00	1	1
Behavioral health	1.00	0.00	1	1
Environmental health	1.00	0.00	1	1
Overall well-being	1.00	0.00	1	1
Life expectancy	1.00	0.00	1	1
Quality of life index	1.00	0.00	1	1
Health-related quality of life	1.00	0.00	1	1
Physical functioning	1.00	0.00	1	1
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Social functioning	1.00	0.00	1	1
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Physical functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Mental functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Social functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Emotional functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Psychological functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Behavioral functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Environmental functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Overall health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Physical health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Mental health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Social health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Emotional health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Psychological health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Behavioral health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Environmental health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Overall well-being-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Life expectancy-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Quality of life index-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Physical functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Mental functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Social functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Emotional functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Psychological functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Behavioral functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Environmental functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Overall health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Physical health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Mental health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Social health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Emotional health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Psychological health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Behavioral health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Environmental health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Overall well-being-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Life expectancy-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Quality of life index-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Physical functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Mental functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Social functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Emotional functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Psychological functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Behavioral functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Environmental functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Overall health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Physical health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Mental health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Social health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Emotional health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Psychological health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Behavioral health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Environmental health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Overall well-being-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Life expectancy-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Quality of life index-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Physical functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Mental functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Social functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Emotional functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Psychological functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Behavioral functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Environmental functioning-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Overall health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.00	0.00	1	1
Physical health-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life-related quality of life	1.0			

1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415	2416	2417	2418	2419	2420	2421	2422	2423	2424	2425	2426	2427	2428	2429	2430	2431	2432	2433	2434	2435	2436	2437	2438	2439	2440	2441	2442	2443	2444	2445	2446	2447	2448	2449	2450	2451	2452	2453	2454	2455	2456	2457	2458	2459	2460	2461	2462	2463	2464	2465	2466	2467	2468	2469	2470	2471	2472	2473	2474	2475	2476	2477	2478	2479	2480	2481	2482	2483	2484	2485	2486	2487	2488	2489	2490	2491	2492	2493	2494	2495	2496	2497	2498	2499	2500	2501	2502	2503	2504	2505	2506	2507	2508	2509	2510	2511	2512	2513	2514	2515	2516	2517	2518	2519	2520	2521	2522	2523	2524	2525	2526	2527	2528	2529	2530	2531	2532	2533	2534	2535	2536	2537	2538	2539	2540	2541	2542	2543	2544	2545	2546	2547	2548	2549	2550	2551	2552	2553	2554	2555	2556	2557	2558	2559	2560	2561	2562	2563	2564	2565	2566	2567	2568	2569	2570	2571	2572	2573	2574	2575	2576	2577	2578	2579	2580	2581	2582	2583	2584	2585	2586	2587	2588	2589	2590	2591	2592	2593	2594	2595	2596	2597	2598	2599	2600	2601	2602	2603	2604	2605	2606	2607	2608	2609	2610	2611	2612	2613	2614	2615	2616	2617	2618	2619	2620	2621	2622	2623	2624	2625	2626	2627	2628	2629	2630	2631	2632	2633	2634	2635	2636	2637	2638	2639	2640	2641	2642	2643	2644	2645	2646	2647	2648	2649	2650	2651	2652	2653	2654	2655	2656	2657	2658	2659	2660	2661	2662	2663	2664	2665	2666	2667	2668	2669	2670	2671	2672	2673	2674	2675	2676	2677	2678	2679	2680	2681	2682	2683	2684	2685	2686	2687	2688	2689	2690	2691	2692	2693	2694	2695	2696	2697	2698	2699	2700	2701	2702	2703	2704	2705	2706	2707	2708	2709	2710	2711	2712	2713	2714	2715	2716	2717	2718	2719	2720	2721	2722	2723	2724	2725	2726	2727	2728	2729	2730	2731	2732	2733	2734	2735	2736	2737	2738	2739	2740	2741	2742	2743	2744	2745	2746	2747	2748	2749	2750	2751	2752	2753	2754	2755	2756	2757	2758	2759	2760	2761	2762	2763	2764	2765	2766	2767	2768	2769	2770	2771	2772	2773	2774	2775	2776	2777	2778	2779	2780	2781	2782	2783	2784	2785	2786	2787	2788	2789	2790	2791	2792	2793	2794	2795	2796	2797	2798	2799	2800	2801	2802	2803	2804	2805	2806	2807	2808	2809	2810	2811	2812	2813	2814	2815	2816	2817	2818	2819	2820	2821	2822	2823	2824	2825	2826	2827	2828	2829	2830	2831	2832	2833	2834	2835	2836	2837	2838	2839	2840	2841	2842	2843	2844	2845	2846	2847	2848	2849	2850	2851	2852	2853	2854	2855	2856	2857	2858	2859	2860	2861	2862	2863	2864	2865	2866	2867	2868	2869	2870	2871	2872	2873	2874	2875	2876	2877	2878	2879	2880	2881	2882	2883	2884	2885	2886	2887	2888	2889	2890	2891	2892	2893	2894	2895	2896	2897	2898	2899	2900	2901	2902	2903	2904	2905	2906	2907	2908	2909	2910	2911	2912	2913	2914	2915	2916	2917	2918	2919	2920	2921	2922	2923	2924	2925	2926	2927	2928	2929	2930	2931	2932	2933	2934	2935	2936	2937	2938	2939	2940	2941	2942	2943	2944	2945	2946	2947	2948	2949	2950	2951	2952	2953	2954	2955	2956	2957	2958	2959	2960	2961	2962	2963	2964	2965	2966	2967	2968	2969	2970	2971	2972	2973	2974	2975	2976	2977	2978	2979	2980	2981	2982	2983	2984	2985	2986	2987	2988	2989	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Table 1. <i>Continued</i>			
Variable	Mean	SD	Range
Age	30.1	10.1	18-55
Gender			
Male	10.0	0.0	0-10
Female	10.0	0.0	0-10
Marital status			
Married	10.0	0.0	0-10
Single	10.0	0.0	0-10
Divorced	10.0	0.0	0-10
Widowed	10.0	0.0	0-10
Never married	10.0	0.0	0-10
Other	10.0	0.0	0-10
Education			
High school	10.0	0.0	0-10
College	10.0	0.0	0-10
Postgraduate	10.0	0.0	0-10
Other	10.0	0.0	0-10
Occupation			
Student	10.0	0.0	0-10
Teacher	10.0	0.0	0-10
Engineer	10.0	0.0	0-10
Doctor	10.0	0.0	0-10
Lawyer	10.0	0.0	0-10
Other	10.0	0.0	0-10
Income			
Less than \$10,000	10.0	0.0	0-10
\$10,000-\$20,000	10.0	0.0	0-10
\$20,000-\$30,000	10.0	0.0	0-10
\$30,000-\$40,000	10.0	0.0	0-10
\$40,000-\$50,000	10.0	0.0	0-10
\$50,000-\$60,000	10.0	0.0	0-10
\$60,000-\$70,000	10.0	0.0	0-10
\$70,000-\$80,000	10.0	0.0	0-10
\$80,000-\$90,000	10.0	0.0	0-10
\$90,000-\$100,000	10.0	0.0	0-10
More than \$100,000	10.0	0.0	0-10

Title	Approximate Date		Genre		R.I.	Language
	Year	Month	Country	Style		
1. The Godfather	1972	March	USA	Crime	100	English
2. The Godfather Part II	1974	December	USA	Crime	96	English
3. The Godfather Part III	1990	December	USA	Crime	94	English
4. The Godfather	1972	March	USA	Crime	93	English
5. The Godfather Part II	1974	December	USA	Crime	92	English
6. The Godfather Part III	1990	December	USA	Crime	91	English
7. The Godfather	1972	March	USA	Crime	90	English
8. The Godfather Part II	1974	December	USA	Crime	89	English
9. The Godfather Part III	1990	December	USA	Crime	88	English
10. The Godfather	1972	March	USA	Crime	87	English
11. The Godfather Part II	1974	December	USA	Crime	86	English
12. The Godfather Part III	1990	December	USA	Crime	85	English
13. The Godfather	1972	March	USA	Crime	84	English
14. The Godfather Part II	1974	December	USA	Crime	83	English
15. The Godfather Part III	1990	December	USA	Crime	82	English
16. The Godfather	1972	March	USA	Crime	81	English
17. The Godfather Part II	1974	December	USA	Crime	80	English
18. The Godfather Part III	1990	December	USA	Crime	79	English
19. The Godfather	1972	March	USA	Crime	78	English
20. The Godfather Part II	1974	December	USA	Crime	77	English
21. The Godfather Part III	1990	December	USA	Crime	76	English
22. The Godfather	1972	March	USA	Crime	75	English
23. The Godfather Part II	1974	December	USA	Crime	74	English
24. The Godfather Part III	1990	December	USA	Crime	73	English
25. The Godfather	1972	March	USA	Crime	72	English
26. The Godfather Part II	1974	December	USA	Crime	71	English
27. The Godfather Part III	1990	December	USA	Crime	70	English
28. The Godfather	1972	March	USA	Crime	69	English
29. The Godfather Part II	1974	December	USA	Crime	68	English
30. The Godfather Part III	1990	December	USA	Crime	67	English
31. The Godfather	1972	March	USA	Crime	66	English
32. The Godfather Part II	1974	December	USA	Crime	65	English
33. The Godfather Part III	1990	December	USA	Crime	64	English
34. The Godfather	1972	March	USA	Crime	63	English
35. The Godfather Part II	1974	December	USA	Crime	62	English
36. The Godfather Part III	1990	December	USA	Crime	61	English
37. The Godfather	1972	March	USA	Crime	60	English
38. The Godfather Part II	1974	December	USA	Crime	59	English
39. The Godfather Part III	1990	December	USA	Crime	58	English
40. The Godfather	1972	March	USA	Crime	57	English
41. The Godfather Part II	1974	December	USA	Crime	56	English
42. The Godfather Part III	1990	December	USA	Crime	55	English
43. The Godfather	1972	March	USA	Crime	54	English
44. The Godfather Part II	1974	December	USA	Crime	53	English
45. The Godfather Part III	1990	December	USA	Crime	52	English
46. The Godfather	1972	March	USA	Crime	51	English
47. The Godfather Part II	1974	December	USA	Crime	50	English
48. The Godfather Part III	1990	December	USA	Crime	49	English
49. The Godfather	1972	March	USA	Crime	48	English
50. The Godfather Part II	1974	December	USA	Crime	47	English
51. The Godfather Part III	1990	December	USA	Crime	46	English
52. The Godfather	1972	March	USA	Crime	45	English
53. The Godfather Part II	1974	December	USA	Crime	44	English
54. The Godfather Part III	1990	December	USA	Crime	43	English
55. The Godfather	1972	March	USA	Crime	42	English
56. The Godfather Part II	1974	December	USA	Crime	41	English
57. The Godfather Part III	1990	December	USA	Crime	40	English
58. The Godfather	1972	March	USA	Crime	39	English
59. The Godfather Part II	1974	December	USA	Crime	38	English
60. The Godfather Part III	1990	December	USA	Crime	37	English
61. The Godfather	1972	March	USA	Crime	36	English
62. The Godfather Part II	1974	December	USA	Crime	35	English
63. The Godfather Part III	1990	December	USA	Crime	34	English
64. The Godfather	1972	March	USA	Crime	33	English
65. The Godfather Part II	1974	December	USA	Crime	32	English
66. The Godfather Part III	1990	December	USA	Crime	31	English
67. The Godfather	1972	March	USA	Crime	30	English
68. The Godfather Part II	1974	December	USA	Crime	29	English
69. The Godfather Part III	1990	December	USA	Crime	28	English
70. The Godfather	1972	March	USA	Crime	27	English
71. The Godfather Part II	1974	December	USA	Crime	26	English
72. The Godfather Part III	1990	December	USA	Crime	25	English
73. The Godfather	1972	March	USA	Crime	24	English
74. The Godfather Part II	1974	December	USA	Crime	23	English
75. The Godfather Part III	1990	December	USA	Crime	22	English
76. The Godfather	1972	March	USA	Crime	21	English
77. The Godfather Part II	1974	December	USA	Crime	20	English
78. The Godfather Part III	1990	December	USA	Crime	19	English
79. The Godfather	1972	March	USA	Crime	18	English
80. The Godfather Part II	1974	December	USA	Crime	17	English
81. The Godfather Part III	1990	December	USA	Crime	16	English
82. The Godfather	1972	March	USA	Crime	15	English
83. The Godfather Part II	1974	December	USA	Crime	14	English
84. The Godfather Part III	1990	December	USA	Crime	13	English
85. The Godfather	1972	March	USA	Crime	12	English
86. The Godfather Part II	1974	December	USA	Crime	11	English
87. The Godfather Part III	1990	December	USA	Crime	10	English
88. The Godfather	1972	March	USA	Crime	9	English
89. The Godfather Part II	1974	December	USA	Crime	8	English
90. The Godfather Part III	1990	December	USA	Crime	7	English
91. The Godfather	1972	March	USA	Crime	6	English
92. The Godfather Part II	1974	December	USA	Crime	5	English
93. The Godfather Part III	1990	December	USA	Crime	4	English
94. The Godfather	1972	March	USA	Crime	3	English
95. The Godfather Part II	1974	December	USA	Crime	2	English
96. The Godfather Part III	1990	December	USA	Crime	1	English
97. The Godfather	1972	March	USA	Crime	0	English
98. The Godfather Part II	1974	December	USA	Crime	0	English
99. The Godfather Part III	1990	December	USA	Crime	0	English
100. The Godfather	1972	March	USA	Crime	0	English

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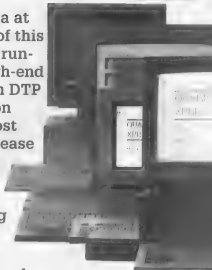
100

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10. <http://www.fishbase.org>

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The Amiga at
the front of this
picture is run-
ning a high-end
Macintosh DTP
application
with almost
effortless ease
— it's all
part of
the latest
computing
rage —
time to...



Emulate

Emulation means to 'become like' — to do exactly as the other computer does in all things. As Paul Daniels might say: 'Computer, become an IBM... now turn into an Apple Macintosh.' Now you too can say Hey Presto! and turn your ST or Amiga into any IBM, Mac, or piece of furniture you like. Marshal M. Rosenthal grabs a magic wand and announces his own Emmys from America, and Franco Frey provides an a-mazing TGM Lab Report on A-Max, the add-on which means major Macintosh electronic publishing packages like Quark Xpress and Adobe Illustrator 88 will run on an Amiga. Some Amiga-only mags have said A-Max can run PageMaker 2, but that's in the Mac dark ages — you have to read TGM to discover the really astonishing truth...



Choosing a computer is very personal. Sometimes it's easy - there's a fantastic game available only for the CompuLink, or a great deal on the Budgetbuster. The Atari ST and Amiga computers are great machines, but sometimes it's tempting to look towards the so-called 'real' computers, the IBM and Macintoshes which have so much respect... and software. What do you do? You can go out and buy an IBM or clone for an extra £500, get a Mac SE for over a couple of thousand... or you can emulate.



Atari ST — IBM XT

Apple's latest PC Data has found a big winner in data transfer: IBM PC's comparable. Of the software IBM made for its personal computers, 37 percent is loaded on IBM clones. First place goes to Microsoft. More than 400,000 copies of the company's word and spreadsheet software have sold on IBM clones. IBM's own Lotus 1-2-3 spreadsheets have sold 200,000 copies on IBM clones. And the Apple II's own software, Microsoft's dBase III, and the program's own spreadsheet software, VisiCalc, have sold 100,000 copies on IBM clones.

The disk drive will start and stop, then ask you to insert an MS-DOS operating system disk (one of the bootable disks) so that the Atari 3.5-inch drive is the same as that on an IBM - you can also insert a 5.25-inch drive). Also stop disk read, you are presented with the screen, and

ET users will have one 386-compatible, about PC-Dos, though it can show, slow, about 15% the speed of a 4.3 MHz ET. This made it very tough when displaying graphics, and really slowed the screen.

And to come PC-Dos 3.1. The speculation over the HASPWARE device has been going on for a while — and many thought that it would be a floppy cartridge AD's password. But Intel, as the buyer of the rights of ver-

"We decided to go with an external bank," says Tom. "Looking it's easier to have someone else handle it."

With plugging a cartridge in and out, the board is only 400 mHz, and has access of the 256, some those 128k that have translated solid memory services. It's a simple installation that takes about 10 minutes. All you do is follow the instructions in your particular IT - remove the cover and take off the shielding over the Multiboard. There's no soldering or wire-cutting - just insert one straight clip over the 40-pin chip, place the board down, and close up the enclosure."

Text notes that custom gate arrays are used to achieve an 8000 XT clone, a clone that is designed to use the PC-Bios 2 program to run. The program even duplicates the logo that is found in the original software for greater compatibility.

"The advantage now is speed," says Tani. "In fact, we had to have special programming to slow it down to the 4.7 MHz of the XT so that games and the like wouldn't run too fast." Interestingly, that slows speeds the system up, while Sublight slows it down. What is this about last? Have about running faster than an XT 10 times faster?

"It's a quick to point out the few negative sides. Japanese support is not included, and it isn't compatible with the new AT system, as well as a run time or 20% commands," he says. "But, it's the universal and there are the XT standard, and we won't be out of line."

"Cuba is still in the realm of monarchism and has refused CIA, but never been working on this plan," says

events that, in parallel to American Canada's policy of free religious expression.

to worry about those upgrades. IBM's "Clear" is simply a new organization that handles that kind of available before the end of the year. The first is IBM's eSA support, which hasn't been out — remember that a lot of eSA is increased usage through books by the programmers, and that could come at kind of a cost. Second is that we're going to create the IBM eSA, 100 to 100 associated memory systems that will allow IBM clients, multi-tasking and the like. This associated memory, on the way, is what IBM is all about.

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equally interesting. PC-Euro would let you use its *OpenOffice* spreadsheet program, says Karl, but PC Euro also suggests, for those users (in Japan) who'd like to use the latest software to make IBM MS-DOS support for the Roland RD-801-41 synthesizers through Arent's built-in MS-DOS ports. That should make a lot of people very, very, happy! And it also tends to show that this software-only version of Euro will eventually be on sale.

Having used PC-DOS 3.3 as a "test" with excellent results, we came with Tandy's statement above. If you want an IBM clone, forget about buying a new machine -- the ST and PC-DOS 3.3 is the way to go.



Atari ST — Apple Macintosh

After the Mac, which is a
lot better. David said
that by Email travel
the Macs too were
back. There was a cartridge
which plugged into the BT
port, and duplicated a Mac
through software. I said
the cartridge was the Mac's
operating system ROM chips
and I said I had a Mac
brought on to Eusebio 128
again a cartridge, not one
containing the ROM ROMs
necessary to run the
operating system. The
Macintosh database and was
and other appointments. He
how you get to the Mac 20
one more Mac, and what
the Macintosh Special is
available.

You can't know — the savings program is nothing you could find on your own. The program (it's how the title's chosen, verbatim) is well over a megabyte-sized window on top of a mountain of memory, speed, implementation, and hardware. It's a disk (including hard disks). The second drive gives you all the bones and things you'd expect, and the new software lets the ST sort of duplicate the original's natural quality of a real Mac. (Don't really expect Macintosh to have hardware that has to be done through software.)

How you let the program go. After a short bit, you are told to insert a film (starting with blue film, blue to the

[illegible]

To continue, the *Street* film performs, and *WHY?* through the Mac's windowing, shows a few moments later, and the Mac's design makes the appearance. The screen looks best when using a monitor, since it's a better idea to get a nice picture area in a corner. Using a video monitor is a little more costly due to stretching, which has you scroll between a low-speed and high-speed window. So, if you're not a monitor, it's a better idea to get a monitor, and use the screen and test, look at the screen. Anyway, you can see the Mac's design, and a few more moments in the Mac and *Street* is where it's at.

VIDEO OPTIONS

The Mac boot-up screen is whatever screen mode was set in the preferences menu. You may choose between the Mac standard format of 640x480 pixels or a 448x350-pixel mode. The implementation of this format on the Amiga can be set with the Video Mode, which determines how the Mac screen is displayed on the screen.

Without any special hardware you can choose between nine zoom modes, which display the entire Mac screen, and various window, which split the Mac screen into only one, two, displaying only the half in which the pointer is positioned. The 4-Megabyte-wide screen follows the cursor pointer automatically when it has zooming, slow scrolling or by paging depending on the selection you make. The only problem lies with the speed ratio. The display is certainly smoothed nicely, but is either too slow with interface functions.

Active users for two more video games, both running on a hardware if you install Commodore's Extended Giga Set. If ever available here in the UK, you can apparently still enjoy multiplayer display at 640 lines, or 320 lines interlaced — assuming you're prepared to purchase the appropriate monitor of course. Other than that, you may have your eye set on the A6004 or VEGA Monitor, but again, neither provides a resolution of 1024x1024 in A-RGB mode.

PRINT OPTIONS

The Mac has two parallel ports and one parallel port. One is the system port (the other is a printer port). You have the choice of connecting the A-Link card's parallel port to either of these ports. Printing on the Mac is done either by Postscript or by LaserWriter through the AppleLink network or by the Image Writer. Postscript is made to look like ImageWriter emulation to any of the two ports. However, when if you do have a Postscript laser printer connected to your Apple, you won't be able to print directly from any software applications. First, you need to intercept the print data and send it Postscript Mac. This is done with the A-Link card using a file jump program provided on the A-Link utility disk to a serial or parallel port, or send it a Postscript bundle for logical use.

the Apple's "Hot Mac" may not be needed by inserting either the MTD or a full-sized A-Mac system disk into the Apple disk or

— AAAHHH what a beauty — By
inspiring the real Rocky Horror
in the original Apple show
A Man in an Overcoat Man



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MEMORY OPTIONS

4-MiB less you allocate a variable size of 4-MiB RAM memory, the RAM operating system. All sorts of considerations are provided for starting from 128K right up to your 4-MiB RAM total. You have the option of disabling the system's 32K of memory in 4000000, and 1000, RAMOS in *Amiga*. Also compatible with some software like coprocessors. An *Amiga* has a built-in RAM also that automatically runs your *Amiga* memory you're not using as *Amiga* system memory, are listed at the bottom of the RAM system in the left pane. The *Amiga* RAM system is a variable size of 4-MiB, 16-MiB, 32-MiB, and with *Amiga* RAM system memory, and can be loaded from 0 to 1000000, this means RAM. Support and *Amiga* RAM.

Apple's design grants it a very comfortable Mac operating system with a very comfortable operating speed. The original Mac ROMs and Mac system software guaranteed a high degree of compatibility as long as the application software executed anywhere through the Mac operating system. But with the

honest and doesn't bypass a Hollywood-ish, high degree of compassion. There's a right way pass but a quick glance at a film like *Red* will show someone anyone that it isn't a bargain. If you can't live without a Mac, *Overboard* had can survive screen deficiencies and lack of Apple's and Fox's stock support. www.fox.com

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Right place and any others in the column - or a new one?

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Why's all this RAM required? Well, if you're only going to operate with one file, then you need to make the FILE RAM drive (which automatically resides outside the Mac allocated RAM) and the active system. This would be the procedure to boot and format the Fatags and a Mac diskette, boot up the

Language: none. Start up a **Mac STARTUP** program on the **A-Link** Program disk. Move cursor to the **A-Mac preferences** window. Set the video and keyboard and language and language options. For the language options, select **ENGLISH** and set the **Mac RAM** size to **1.5MB** (if you have more RAM, select **2MB** or **3MB**). Press **OK** when the **A-Mac** program is on the **Mac RAM** disk. Now **DISK & MATH** and enter **A** while the **Mac** boot screen appears. Input the **Mac** system disk and give **Mac** locale up. Press **F1** and install the **Mac** driver. Copy your System Folder from the boot-up disk to the **Mac** drive. Use **Apple Software** to update and Reinstall. By pressing **F1** during the **Mac** boot screen, you enter the **Mac** disk system. Press **F1** again.

Yikes! You now have some things in common. ■ ZOGX on the RAM drive is your original hard disk but a mirrored clone. System Restore and run easily over Clone Apps or Restore 60 onto the RAM drive. Start the application from RAM drive and you have made the original Mac drive ready to normal data filing again. What's more, operating from RAM drive loads data loading delays and saves up for the time spent partially returned on the floppy connected to the Mac II.

Is it worth it if you compare QuarkXpress with Professional Page Layout or Quark Letter Cut?

SOFTWARE CITY

1. **Identify the problem.** What is the issue or challenge you are facing?

2. **Define the goal.** What do you want to achieve?

3. **Brainstorm solutions.** List as many ideas as possible, no matter how wild.

4. **Evaluate options.** Consider the pros and cons of each idea.

5. **Choose a solution.** Select the idea that best meets your needs.

6. **Implement the solution.** Put your chosen idea into action.

7. **Monitor progress.** Track your progress and adjust as needed.

8. **Reflect on the process.** Think about what you learned and how you can improve.

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1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415	2416	2417	2418	2419	2420	2421	2422	2423	2424	2425	2426	2427	2428	2429	2430	2431	2432	2433	2434	2435	2436	2437	2438	2439	2440	2441	2442	2443	2444	2445	2446	2447	2448	2449	2450	2451	2452	2453	2454	2455	2456	2457	2458	2459	2460	2461	2462	2463	2464	2465	2466	2467	2468	2469	2470	2471	2472	2473	2474	2475	2476	2477	2478	2479	2480	2481	2482	2483	2484	2485	2486	2487	2488	2489	2490	2491	2492	2493	2494	2495	2496	2497	2498	2499	2500	2501	2502	2503	2504	2505	2506	2507	2508	2509	2510	2511	2512	2513	2514	2515	2516	2517	2518	2519	2520	2521	2522	2523	2524	2525	2526	2527	2528	2529	2530	2531	2532	2533	2534	2535	2536	2537	2538	2539	2540	2541	2542	2543	2544	2545	2546	2547	2548	2549	2550	2551	2552	2553	2554	2555	2556	2557	2558	2559	2560	2561	2562	2563	2564	2565	2566	2567	2568	2569	2570	2571	2572	2573	2574	2575	2576	2577	2578	2579	2580	2581	2582	2583	2584	2585	2586	2587	2588	2589	2590	2591	2592	2593	2594	2595	2596	2597	2598	2599	2600	2601	2602	2603	2604	2605	2606	2607	2608	2609	2610	2611	2612	2613	2614	2615	2616	2617	2618	2619	2620	2621	2622	2623	2624	2625	2626	2627	2628	2629	2630	2631	2632	2633	2634	2635	2636	2637	2638	2639	2640	2641	2642	2643	2644	2645	2646	2647	2648	2649	2650	2651	2652	2653	2654	2655	2656	2657	2658	2659	2660	2661	2662	2663	2664	2665	2666	2667	2668	2669	2670	2671	2672	2673	2674	2675	2676	2677	2678	2679	2680	2681	2682	2683	2684	2685	2686	2687	2688	2689	2690	2691	2692	2693	2694	2695	2696	2697	2698	2699	2700	2701	2702	2703	2704	2705	2706	2707	2708	2709	2710	2711	2712	2713	2714	2715	2716	2717	2718	2719	2720	2721	2722	2723	2724	2725	2726	2727	2728	2729	2730	2731	2732	2733	2734	2735	2736	2737	2738	2739	2740	2741	2742	2743	2744	2745	2746	2747	2748	2749	2750	2751	2752	2753	2754	2755	2756	2757	2758	2759	2760	2761	2762	2763	2764	2765	2766	2767	2768	2769	2770	2771	2772	2773	2774	2775	2776	2777	2778	2779	2780	2781	2782	2783	2784	2785	2786	2787	2788	2789	2790	2791	2792	2793	2794	2795	2796	2797	2798	2799	2800	2801	2802	2803	2804	2805	2806	2807	2808	2809	2810	2811	2812	2813	2814	2815	2816	2817	2818	2819	2820	2821	2822	2823	2824	2825	2826	2827	2828	2829	2830	2831	2832	2833	2834	2835	2836	2837	2838	2839	2840	2841	2842	2843	2844	2845	2846	2847	2848	2849	2850	2851	2852	2853	2854	2855	2856	2857	2858	2859	2860	2861	2862	2863	2864	2865	2866	2867	2868	2869	2870	2871	2872	2873	2874	2875	2876	2877	2878	2879	2880	2881	2882	2883	2884	2885	2886	2887	2888	2889	2890	2891	2892	2893	2894	2895	2896	2897	2898	2899	2900	2901	2902	2903	2904	2905	2906	2907	2908	2909	2910	2911	2912	2913	2914	2915	2916	2917	2918	2919	2920	2921	2922	2923	2924	2925	2926	2927	2928	2929	2930	2931	2932	2933	2934	2935	2936	2937	2938	2939	2940	2941	2942	2943	2944	2945	2946	2947	2948	2949	2950	2951	2952	2953	2954	2955	2956	2957	2958	2959	2960	2961	2962	2963	2964	2965	2966	2967	2968	2969	2970	2971	2972	2973	2974	2975	2976	2977	2978	2979	2980	2981	2982	2983	2984	2985	2986	2987	2988	2989	2990	2991	2992	2993	2994	2995	2996	2997	2998	2999	3000
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Abstract

Date		Time		Location		Remarks	
1	1/1/2018	10:00 AM	11:00 AM	Room 101	101	101	101
2	1/1/2018	11:00 AM	12:00 PM	Room 101	101	101	101
3	1/1/2018	12:00 PM	1:00 PM	Room 101	101	101	101
4	1/1/2018	1:00 PM	2:00 PM	Room 101	101	101	101
5	1/1/2018	2:00 PM	3:00 PM	Room 101	101	101	101
6	1/1/2018	3:00 PM	4:00 PM	Room 101	101	101	101
7	1/1/2018	4:00 PM	5:00 PM	Room 101	101	101	101
8	1/1/2018	5:00 PM	6:00 PM	Room 101	101	101	101
9	1/1/2018	6:00 PM	7:00 PM	Room 101	101	101	101
10	1/1/2018	7:00 PM	8:00 PM	Room 101	101	101	101
11	1/1/2018	8:00 PM	9:00 PM	Room 101	101	101	101
12	1/1/2018	9:00 PM	10:00 PM	Room 101	101	101	101
13	1/1/2018	10:00 PM	11:00 PM	Room 101	101	101	101
14	1/1/2018	11:00 PM	12:00 AM	Room 101	101	101	101
15	1/1/2018	12:00 AM	1:00 AM	Room 101	101	101	101
16	1/1/2018	1:00 AM	2:00 AM	Room 101	101	101	101
17	1/1/2018	2:00 AM	3:00 AM	Room 101	101	101	101
18	1/1/2018	3:00 AM	4:00 AM	Room 101	101	101	101
19	1/1/2018	4:00 AM	5:00 AM	Room 101	101	101	101
20	1/1/2018	5:00 AM	6:00 AM	Room 101	101	101	101
21	1/1/2018	6:00 AM	7:00 AM	Room 101	101	101	101
22	1/1/2018	7:00 AM	8:00 AM	Room 101	101	101	101
23	1/1/2018	8:00 AM	9:00 AM	Room 101	101	101	101
24	1/1/2018	9:00 AM	10:00 AM	Room 101	101	101	101
25	1/1/2018	10:00 AM	11:00 AM	Room 101	101	101	101
26	1/1/2018	11:00 AM	12:00 PM	Room 101	101	101	101
27	1/1/2018	12:00 PM	1:00 PM	Room 101	101	101	101
28	1/1/2018	1:00 PM	2:00 PM	Room 101	101	101	101
29	1/1/2018	2:00 PM	3:00 PM	Room 101	101	101	101
30	1/1/2018	3:00 PM	4:00 PM	Room 101	101	101	101
31	1/1/2018	4:00 PM	5:00 PM	Room 101	101	101	101
32	1/1/2018	5:00 PM	6:00 PM	Room 101	101	101	101
33	1/1/2018	6:00 PM	7:00 PM	Room 101	101	101	101
34	1/1/2018	7:00 PM	8:00 PM	Room 101	101	101	101
35	1/1/2018	8:00 PM	9:00 PM	Room 101	101	101	101
36	1/1/2018	9:00 PM	10:00 PM	Room 101	101	101	101
37	1/1/2018	10:00 PM	11:00 PM	Room 101	101	101	101
38	1/1/2018	11:00 PM	12:00 AM	Room 101	101	101	101
39	1/1/2018	12:00 AM	1:00 AM	Room 101	101	101	101
40	1/1/2018	1:00 AM	2:00 AM	Room 101	101	101	101
41	1/1/2018	2:00 AM	3:00 AM	Room 101	101	101	101
42	1/1/2018	3:00 AM	4:00 AM	Room 101	101	101	101
43	1/1/2018	4:00 AM	5:00 AM	Room 101	101	101	101
44	1/1/2018	5:00 AM	6:00 AM	Room 101	101	101	101
45	1/1/2018	6:00 AM	7:00 AM	Room 101	101	101	101
46	1						



EAGLE RITE: DOW
 100% DIVIDEND
 100% SHARE
 100% FUND
 100% RITE
 100%

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Abstract

Total Assets		Total Liabilities		Total Equity	
Assets	Liabilities	Assets	Liabilities	Assets	Liabilities
Current Assets	Current Liabilities	Current Assets	Current Liabilities	Current Assets	Current Liabilities
1. Cash	1. Accounts Payable	1. Cash	1. Accounts Payable	1. Cash	1. Accounts Payable
2. Accounts Receivable	2. Notes Payable	2. Accounts Receivable	2. Notes Payable	2. Accounts Receivable	2. Notes Payable
3. Inventory	3. Other Liabilities	3. Inventory	3. Other Liabilities	3. Inventory	3. Other Liabilities
4. Prepaid Expenses	4. Long-Term Debt	4. Prepaid Expenses	4. Long-Term Debt	4. Prepaid Expenses	4. Long-Term Debt
5. Other Current Assets	5. Other Long-Term Liabilities	5. Other Current Assets	5. Other Long-Term Liabilities	5. Other Current Assets	5. Other Long-Term Liabilities
6. Total Current Assets	6. Total Current Liabilities	6. Total Current Assets	6. Total Current Liabilities	6. Total Current Assets	6. Total Current Liabilities
7. Non-Current Assets	7. Non-Current Liabilities	7. Non-Current Assets	7. Non-Current Liabilities	7. Non-Current Assets	7. Non-Current Liabilities
8. Property, Plant, and Equipment	8. Deferred Tax Liabilities	8. Property, Plant, and Equipment	8. Deferred Tax Liabilities	8. Property, Plant, and Equipment	8. Deferred Tax Liabilities
9. Intangible Assets	9. Other Non-Current Liabilities	9. Intangible Assets	9. Other Non-Current Liabilities	9. Intangible Assets	9. Other Non-Current Liabilities
10. Other Non-Current Assets	10. Total Non-Current Liabilities	10. Other Non-Current Assets	10. Total Non-Current Liabilities	10. Other Non-Current Assets	10. Total Non-Current Liabilities
11. Total Non-Current Assets	11. Total Non-Current Liabilities	11. Total Non-Current Assets	11. Total Non-Current Liabilities	11. Total Non-Current Assets	11. Total Non-Current Liabilities
12. Total Assets	12. Total Liabilities	12. Total Assets	12. Total Liabilities	12. Total Assets	12. Total Liabilities
13. Total Equity		13. Total Equity		13. Total Equity	
14. Common Stock		14. Common Stock		14. Common Stock	
15. Retained Earnings		15. Retained Earnings		15. Retained Earnings	
16. Other Equity		16. Other Equity		16. Other Equity	
17. Total Equity		17. Total Equity		17. Total Equity	

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2099	Algeria	12.0	kg
2100	Algeria	12.0	kg

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1990-1991	1992-1993	1994-1995
1996-1997	1998-1999	2000-2001
2002-2003	2004-2005	2006-2007
2008-2009	2010-2011	2012-2013
2014-2015	2016-2017	2018-2019
2020-2021	2022-2023	2024-2025
2026-2027	2028-2029	2030-2031
2032-2033	2034-2035	2036-2037
2038-2039	2040-2041	2042-2043
2044-2045	2046-2047	2048-2049
2050-2051	2052-2053	2054-2055
2056-2057	2058-2059	2060-2061
2062-2063	2064-2065	2066-2067
2068-2069	2070-2071	2072-2073
2074-2075	2076-2077	2078-2079
2080-2081	2082-2083	2084-2085
2086-2087	2088-2089	2090-2091
2092-2093	2094-2095	2096-2097
2098-2099	2100-2101	2102-2103
2104-2105	2106-2107	2108-2109
2110-2111	2112-2113	2114-2115
2116-2117	2118-2119	2120-2121
2122-2123	2124-2125	2126-2127
2128-2129	2130-2131	2132-2133
2134-2135	2136-2137	2138-2139
2140-2141	2142-2143	2144-2145
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2152-2153	2154-2155	2156-2157
2158-2159	2160-2161	2162-2163
2164-2165	2166-2167	2168-2169
2170-2171	2172-2173	2174-2175
2176-2177	2178-2179	2180-2181
2182-2183	2184-2185	2186-2187
2188-2189	2190-2191	2192-2193
2194-2195	2196-2197	2198-2199
2200-2201	2202-2203	2204-2205
2206-2207	2208-2209	2210-2211
2212-2213	2214-2215	2216-2217
2218-2219	2220-2221	2222-2223
2224-2225	2226-2227	2228-2229
2230-2231	2232-2233	2234-2235
2236-2237	2238-2239	2240-2241
2242-2243	2244-2245	2246-2247
2248-2249	2250-2251	2252-2253
2254-2255	2256-2257	2258-2259
2260-2261	2262-2263	2264-2265
2266-2267	2268-2269	2270-2271
2272-2273	2274-2275	2276-2277
2278-2279	2280-2281	2282-2283
2284-2285	2286-2287	2288-2289
2290-2291	2292-2293	2294-2295
2296-2297	2298-2299	2300-2301
2302-2303	2304-2305	2306-2307
2308-2309	2310-2311	2312-2313
2314-2315	2316-2317	2318-2319
2320-2321	2322-2323	2324-2325
2326-2327	2328-2329	2330-2331
2332-2333	2334-2335	2336-2337
2338-2339	2340-2341	2342-2343
2344-2345	2346-2347	2348-2349
2350-2351	2352-2353	2354-2355
2356-2357	2358-2359	2360-2361
2362-2363	2364-2365	2366-2367
2368-2369	2370-2371	2372-2373
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2446-2447	2448-2449	2450-2451
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2458-2459	2460-2461	

1. The first step is to identify the problem. This involves understanding the current situation and what needs to be changed.

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Author(s)	Year	Publication
W. J. G. M. van den Broek, J. A. M. M. van den Broek, J. A. M. M. van den Broek	2000	Journal of the American Academy of Child and Adolescent Psychiatry
W. J. G. M. van den Broek, J. A. M. M. van den Broek, J. A. M. M. van den Broek	2000	Journal of the American Academy of Child and Adolescent Psychiatry
W. J. G. M. van den Broek, J. A. M. M. van den Broek, J. A. M. M. van den Broek	2000	Journal of the American Academy of Child and Adolescent Psychiatry

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READERPAGE

I have watched with disgust as slowly but surely your mag has turned into another computer magazine that is geared towards the fantasies of naive schoolboys'

writes Samantha Brydon from Nottingham. This month she gives her view on the current state of sexist games and attitudes in the computer industry, and wins herself the month's £50 worth of software.

Living in a fantasy

[illegible]

Lucy: I founde wonder how you do always have them, and have watched with delight as slowly but surely your mag has turned into another computer monitor that is geared towards the business of making school work

Oh, I am not a moving target and you'll have a shot and over a compass. Indeed, I was right over the compass of *Avatar*! But Deane's passing leaves a hole in a good friend. However, I did not expect you to turn up in his office without saying at least about the relationship in your first email to *Slamr Over Clearly*. Well, it is good to be the master of my destiny.

Yes, I do realize that the majority of readers are males, yet this is hardly a surprise when one looks at the blurb-typing written computer games. Of course, this is not your best bet when you go on to print as a star letter.

Domini, Rachel, Jr.'s comments on the last item, compare with a picture of a woman in the *Top Gun* magazine.

When this boy doesn't seem to realize that the paper he quoted — *MotownWeek* Editor Pro. Leander Goodwood stated: me — just verify the argument that there are enough of these scenes around without your ranting comments such as "and what a tasteless the web, always" — find your argument that

square and positive.
 The second line displays
 the second column.

He also is known as former Democratic Assembly member. Having never previously held an elected office as his, was left in very poor condition.

only within a very narrow band of 100 ft or a measure of feet per hour, there may be a very little change in the rate of flow, but a very great change in the volume of water that passes a point in a given time. The discharge of a stream is the volume of water that passes a point in a given time. It is the product of the cross-sectional area of the stream and the velocity of the water. The discharge of a stream is the volume of water that passes a point in a given time. It is the product of the cross-sectional area of the stream and the velocity of the water.

men have THAT connect. We would all continue doing what we do in the industry, and not just in the binder presentation.

These are guests from business organizations, community, not family or friends they want to be not associates for their own sake to promote, like the speech given by Duke at Genes. Even the corporate industry is taking time to reflect. And it is not the fault of the management, even if they are not doing it right. They are contributing to certain other America 2001 or America 2002 articles offered by TQM come from within. In fact we've only recovered one from a woman in the past four months. Such people, who are not wanted the business world to go to, this world is called Marketing People 2001.

Likewise, if you want a more balanced coverage, it's up to you to report to the insurance industry. The National Association of Insurance Commissioners (NAIC) has a list of 100 insurance companies that you can contact for more information.

Recycled software

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While working on the radio show long ago, I happened to find a short report on a computer which, as my opinion, had particular relevance to the software industry. It covered the distribution of the world's raw forests. I was astonished when it was revealed that a single person like Bill Gates and his dozen cronies were to produce the essential TPC inputs and record revenues for all new software and services, such as

So in response to this appeal, authors are being asked to use recycled paper for their abstracts, which come relatively little at Nature's cost.

The relevance in this is how many more users are not doing it, despite the necessary documentation for computer games? Surely the major software houses should be aware of the problem and do something about it. As I, and I'm sure a lot of other experienced gamers, are reluctant

about the market or economic tail-risk, something must be done to help prevent the unnecessary destruction of the precious yen funds. As usual, it's up to the companies themselves. With enough stimulus, results may be achieved.

Jim Livinski, Corvair

What software companies want about it? And what they do: why don't TIM teachers set an example by writing letters or completed papers themselves (including journal, MI Award)?

Thanks for 8-bit

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Thank you for having read
18-01 and 18-02 papers. Most
magazines are dominated by
the 18-01s now. Thank you
Chris Manning, Editor.

Well, there's no doubt that there have been significant changes in the composition. However, we have to remember that there are now 100,000 computers out there and there are still those that are not there that are not there.



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Japanese Cartridge Converter & Operation Wolf £43.95 inc p&p This converter allows the use of over 500 Japanese titles to run on the UK system. Most are in English on screen and cost only £34.95 each from MENTION! Send SAE for details which will be sent mid August, listing the 600 available titles. (For those who have already sent a SAE, the lists are being sent mid August as well. At present we only have Operation Wolf and converters in stock).

MENTION TECHNICAL SERVICES

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YES! TOM is giving away £1,000 in straight CASH and all that stands between you and an improved bank balance is a set of ten COUS-TOUS! (and the luck of the draw!)

This is the second TGM GAMES MASTER Jackpot game. We're searching for this month's GAMES MASTER — the person who can answer ten software questions and have enough gaming-playing luck to have their answer pulled out of the random draw each first on September 30.

The questions are all related to the games featured in this month's issue.

Don't miss any more offers and call 0800 555 007

and you'll hear the questions read out, along with three possible answers. As you listen to the three possible answers tick the box on the entry form below which you think corresponds to the right answer — A, B or C.

When you've answered all TEN questions, complete the form with your name, address and phone number and send it to: **GAME'S MASTER JACKPOT CLAME, THE GAME'S MACHINE, PO Box 10, Ludlow, Shropshire SY8 1DB.** We'll put all the entries in a sack and the first entry pulled out at 9.30am on September 29 wins £1,000! It couldn't be easier!

Felix James Mason taught Greek & probably - as mentioned in his obituary in *The Times* - Latin too at Epsom. He got two wives. He got other sons. In 1907 I saw the young Mr - Mason was the person who took Epsom College over - and I found my comparison very apt.

Information and tips!

£1,000 JACKPOT ENTRY FORM

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I'm incredibly desperate to win £1,000 cash, so I've ticked what I hope are the right boxes in answer to the TGM Games Master Jackpot name.

[illegible]

Discussion

Telephone number _____

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Please note that the numbers which connect you directly to the F&B hotline services. We are open 24 hours open 24 hours a day, so don't worry about the service being answered!

Check the news news on
what's happening on the
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Games played are also well catered for. Action Candy is working overtime and getting in the hottest spot on the planet: garden. Need help with the T&E? Visit www.actioncandy.com

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16. What does Rome and the Golden Stranger get in common?
17. Who created Pelecan?
18. Why did the National Association of Computer Resellers change its name?
19. What does Solish and the editor of TQM get in common?
20. What is the difference between the BMW Coupe and the Lockheed Martin?

10. The following information is available for the year ended 31/12/2013:
 Sales 100,000
 Cost of sales 60,000
 Selling expenses 10,000
 Administrative expenses 5,000
 Finance costs 2,000
 Profit before tax 23,000
 Tax 5,000
 Profit after tax 18,000
 Dividends 10,000
 Retained profits 8,000
 The company has no other assets or liabilities.

Time To complete: 10 min

[illegible]

An Industry Idiot's Guide to the Software Industry

BY RUTH PRACY

Part 2: The Marketing Peoplettes

Marketing peoplettes sell Other People's products. They don't really care what the products are... airplanes today, earthworms tomorrow — so long as there's a market for it. If there isn't a market for it, they'll create one. That's their job. A Marketing Peoplette can sell anything to anyone, any time.

In the Old Days, of course, MP's didn't exist. Marketing was/would be modeled along without them, assimilating things as they needed and could use.

So one day, when the MP's appeared among us, their first tentative approach to us, marketing was subtle. It was the extreme and carefully controlled by MP information *Conventions and Encampments* (collectively headed up by MP Research & Development).

Marketing Peoplettes, you see, are not quite like the rest of us. In fact, they are entirely *UNLIKE* the rest of us. They come from a shadowy dimension that interfaces with ours somewhere along the borders of Reality. Marketing Peoplettes are inevitably envious of Reality. They would like to be Real too.

As MP's can't be Real any so long as Real People believe they are Real, the discovery of Marketing gave them the chance they had been waiting for — Marketing being a business that demands its personnel to be as flamboyantly Real (they call it "high profile") as possible. Even before the games software industry was the answer to a phantom's prayer, and they joined us with their new talent and high, unbridled cries of

glee (as designed by MP Reality, with that degree of shade going on around them, of course, but always, in order going to notice that there are those among us who aren't, well, *marketing* MP's).

Because they don't actually exist in our dimension, their bodies when manifested in Reality are rather like *UFO's*: one part of them and they blow away. MP's and I have put in a lot of time and effort to prevent this happening.

Totally dedicated to their work (after all, without it they would vanish), MP's appear mostly as females. R&D having discovered (through exhaustive analysis of the human personality) that customers react best to females — it is believed that there is some correlation between this and the fact that most MP's customers are male. They are all blonde, not, as you might think, because Goldenrod is their favorite, but because blonde is the most efficient way of keeping their synthetic, which has an alarming habit of falling out in their customers' fingers, firmly anchored to their heads.

Highly-embellished looks are the order of the day — they attract attention, and the more attention an MP gets, the more Real she becomes. These

looks are more TIGHT — actually to stop the MP's from floating off into the atmosphere every time the wind rises above Force One, but giving the added advantage of producing very positive psychic responses in male customers.

The MP's pose themselves into these looks and their vaudeville-dress them by a remarkable process which most human women (and men) would give their eyesight to discover. As lights in a dimly-lit CUB, less polished MP's cover all exposed limbs with a dark leotard vestment, courtesy

of R&D. Those who are really skilled at holding their shape wear stockings, a few (beyond most MP's) wear many layers because the supporter belt runs through their like underwear. Their faces are held in place by lateral application of make-up, applied with a plastering trowel and removable only by plastic acid. A few enterprising MP's, trying for the "natural" look, use R&D's version instead, not generally a good idea, since it tends to emphasize the flatness of their syntheplein, which is forever peeling off.

MARKETING PEOPLETYPE TYPE #1: The Executive

Distinguishing Marks

There is, really, only one sure way of telling one MP from another — their gaze. Cuts are the status symbol among MP's and give a clear one indication of their placing in the MP hierarchy. The Executive MP wears a Grande Mère OX. It shows, both with her campaign for some time and has Proved Her Worth, she will have a cut pleated. It shows Proved Her Worth And Then Some, she will have a cut like Very occasionally, she will have the Managing Director as well (this is known as *ambulatory*).

Habitat

The EMP has a new title (and a new position) in the suburbs, which she shares with two other potential agents for MP (marketing), a courier, and an

and/or young (if human males, whose reality-inducible behavior is MP's increase) the smaller Peoplette is divided primarily to discover which the will hopefully send (if not into the real world, at least, possibly, supplied) into the box room (only 47 pairs of shoes and undergarments) to all make-up (all women) labeled Mark "Ten".

At her office, she has a Very Nice Desk with an extremely comfortable travel chair where she sits to do her work. Her phone rings constantly and her human colleagues have been known to comment on the remarkable, almost magical way that paperwork (or, which there is none specified) gets down (not as magical as it seems) — R&D sends the Central Question Board every night to do it for her.

UPDATE

is don't forget to explore and
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April 2004: 50 percent
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and may lose
appeal, although it is
more introductory games

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and Ted Allen Hutchinson, of Tiny Patterns, have come up with a PDF file that lists both the major GameStop franchises. From *Golden Age* and *Blitz* to *PlayStation Games*, the latest releases to old pages and continue numerous features from the predecessors. The book, *Games: A History of Types of Games*, is a 100-page PDF file that lists all the major franchises, including your favorite, and lists the current equipment, staff, and marketing your game. Most of the book is a PDF printed in the authors' being both computer games and small artists in your country, or buying the books into GAMES that this will be a valuable guide to all the major franchises.

[illegible]

At this point I thought it'd be a good idea to give players some hints on roleplaying in film games. I remember the first time I played out one of those games, and in the moment I was a bit lost.

to shape redefining PBL
centered on the role of a

characters in some sort of battles, and each turn you must choose the actions of your character and the film will decide how the actions were and give you a description of the action and the next scene. The concept of "Wondering" isn't as clear as it seems, but as an experienced gamer, you'll get the hang of it. You'll just need to be a little bit "wondering" during the game.

playing can give great old-fashioned feelings more so than any other type of game.

So how is good roleplaying achieved? For starters, you want to think carefully about your character and decide exactly what kind the story go for the story-type: huge historical battles with a thousand dead, while others may prefer the more subtle and perhaps more challenging young man with spectacles, who appreciates art. However, he has an unfortunate job situation which is growing dull and he has total supplier is manufacturing him as part of a large food operation. These are of course just examples, but let your imagination loose in the world and it is going to come up with a million scenarios and even a lot of statistics for strength, agility and stamina. Note for the role player: remember, much more

[illegible]

Tarapoteats are arranged in different ways. But they usually give you space to order a variety of sandwiches for a crowd of

Game Try is partly your destiny as it shows your character would really react if you're playing a world where, never alone anything drives in his life, don't think like that as in human of us, perhaps more realistically here, and they'd see this kind of it often a great move to also deal with in the mission, and thought, your character is going through those and emotions for the first and be sure that you're trying hard to make the most in the game. GM's love ambivalence to change.

Finally, quote often an action and feel what you don't really want to waste a whole day because of this. For this reason it is a good idea to give the CRM options. If it's sunny I'll stay on the quiet all day, and just the people at my happiest looking relatively, but if it's rainy I'll go for the bar and drink my sorrow. One last piece of advice - have fun. If you don't want

Shoulder load	Age	Push-up	Hand
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And we shall help another person correct an error. As I've said before, please send in your notes on the Journal and PBM in general to:

PBM Update, TQM, PQ Box 10, Lucknow, Shropshire SP8 2PB

CONTACTS

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Herts. WD16 8JW

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9027, Lincoln LS44 5BJ.

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OUR MAN IN

ヨシやちもお京東

Is the Game Boy already doomed? Why is a ruddy comic strip turning into a computer game? Keeping an eye on the future often means keeping an eye on the continent. Shintaro Kaneo reports on all that's new and lively in console-orientated Japan.



Working at a pace faster than lightning, the Commander's lightning bolts will take down any foe who dares to stand in his way. The Commander's lightning bolts will take down any foe who dares to stand in his way.



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DOUBLE VISION, DOUBLE FUN

Win the original artwork for Xybots

Just take a look at the illustration on this page. Seen familiar? Well, it's the artwork to ImaginEngine's latest PC game, Xybots. However, you'll have never seen artwork like this before, because just before the artwork pictured here was used, Domark decided to change the title for top area Steiner Lund. The character is the total jerkwad, as seen in the Domark advertisement, are actually thing out of the picture.

So, as you can imagine, the original Steiner Lund artwork is a real collector's item. And, as a TGM reader, you stand a

fairly chance of winning this superb, limited artwork, based on last year's Hot Tengen con-a-ro-convention. Just answer the three questions below, and you could have this delightful artwork hanging on your living room wall.

1. What was Domark's first ever game?
 - a) Side Wars
 - b) Freddy the 13th
 - c) Eureka
2. What is Domark's latest puzzle game?
 - a) Terra Portus
 - b) Picarians
 - c) Manopoly

3. What partnership appears in Xybots?
 - a) Lizard and HATCO
 - b) Quark and Paces
 - c) Hardy and Quark

Send your answers on the back of a postcard to: EX 4411 BOTS Comp. TGM, PO Box 18, Ludlow, Shropshire SY8 1DS. First-prize winner will receive the original, framed artwork by Steiner Lund, and ten runners-up each win a copy of Xybots on their format (please specify cassette or disk). Entries in by 1st September.



ST SHOWDOWN

In America computer shows are as regular as Phil Donahue shows, and it's hard to keep track of them all. Marshall B Rosenthal sends this report on the latest Statewide Atari show (yes, TWOT). The ST gets supercharged, multitasked and reveals its 4096 colours, while the old Atari XL/XL receives an amazing graphics cartridge.

"Hot Wire is to
macro-pro-
grams what a
Ferrari is to a
baby's buggy"



Photographing the
show at Rosemead

Snapping up your ST is easy with the video Accelerator-board images, although at the expense of your mainline drive's Statewide reality — De Vries Designer (playing an art utility with some support and help) reveals the world such as it is.

Life can be confusing. A few years ago, some of the best games being produced in the States were great productivity and business programs based from Britain, Germany and France among others. Today, little more of the games coming from Europe while American developers seem to all concentrate more on football and cricket. ST shows are only a minor phenomenon in the States, and we've gathered the best from two that just occurred (one in Detroitville) and the other in Michigan).

Norfolk-based the conventional tool-based ST desktop into the new graphical interface world images, taking the same kind of graphic chords and control as found on Amiga and takes featuring different views as you see it — a picture is a part built for drawing programs, or a keyboard for a word processor. Plus the ability to move icons (GUTS) of windows and around the desktop. Plus additional features such as being able to move one window behind another. The program has been heavily updated, a more dependable than ever, and uses less of the precious RAM on startup.



Now that you're a hot desktop try using it with John Moe from Codehead Software. His idea is to make programs, what a future is to today's logic. A sequence of events can be activated with a single keystroke, thus eliminating the tedium of having to set up for each program. It's the next best thing to having someone else do it all for you when you sit back. One disturbing feature is that the program reveals the programmer's name — allowing startup time to be played anywhere on disk.

An program for the ST and the and for business in the States. (The other Designer adds to the range with a number of city features — besides the usual drawing and tools too obvious to mention) yet it does map boxes and also the mouse. Some of the graphical tools are 3-D drawing and it being able to magnify text and constantly updates the image. Another feature of note is a Special mode. This can be used to lock and freeze certain screens enabling an image to be moved behind or inside of them. Loadable backgrounds and an extension for real use to the new.

At Rosemead, the Atari ST the colour palette can be had by installing JEFFERSON. This gets the area into a palette of 4096 to 4096 for many colour choices for 16 colours, chosen from 16 levels, as opposed to the normal 16. The ST was always notable for doing this, according to designer Jeff. Russell, but 4096 is a game card reality. After that to say the accuracy of the area (colours in RGB) and suggest it from being used.

The one constant is a board, you tell me the first (Globe) Chip plug it in the board and replace the board on the ST's main-board socket. An additional (Globe) Chip is also required (Globe) Chip is 400700-800, and can be gotten directly from JF if necessary. The board and go in an electronic slot for the proper tools to tell you the chips if you decide to run the show yourself.

JF also creates a software patch for Newhouse — as do to

access the increased palette — and a software program. The digi- speed images look very good due to the increased colour palette (even some loading, subtle shades). Documentation goes to the other machine needed to put in the board, installation for any of the 16 boards, about 50 minutes.

JF also has a more technical product, so those with a 40 more name can plug the JF's accelerator board a try. But 40 more that the requires processing which will increase the ST's memory. This is due to JF's having to use 4096 chips. The CPU will be installed and replaced with a board for JF to plug into. But there are no buying of boards at sample to deal with. JF also includes a hardware video for these programs that can't tolerate higher results than games. And the board is designed to be used with the ST's memory. But both these are not the ST's memory. But the ST's memory is 16 Mbit, twice as normal 8000 — with external data processing. A board, the standard 16 Mbit, using the ST's computer chips for compatibility. A set of 16 is also attached and indicates the strength of the board by the amount of 16 (Globe) Chip, a software program. Documentation is included, which shows performance data to be installed.

The instructions for installation of the board are comprehensive, but not to be understood by the user, and however, JF's and Codehead's. I don't want to say anything that have JF's chips, which shows that 160 Mbit, more support, no data at your ST's board using the board.

Interestingly enough, there's never a lot of talk about the lack of hardware for the ST, but JF's has had one here in the States for close to a year now. The unit does exactly what a Desktop should, give the signal from the ST to connect with a computer video signal for a computer image. Response to interface with the rest of the ST only JF's users can give more details of this unit. But at least the option exists.

MIDI Tigers

Musicians have found in the line of MIDI software solutions — and the most common with Tiger (The Interactive Design) Tiger is a completely graphics-oriented music composition program, with drive and not operators, either while you play you can display up to three musical tracks and eight controllers in one, while notes are being drawn and edited on-screen are played in real time. Notes and phrases can be chosen as played in with the mouse or using a keyboard. A sequence can be used in conjunction with the program or Tiger can be used as a stand-alone application playing and editing 4096-4096-Ts programs or



KNIGHT FORCE



KNIGHT FORCE

KNIGHT & DRAGON'S LONDON NORTH TRADE CENTER BUILDING 1000 1000 1000 1000 1000 1000 1000 1000 1000 1000

THE KNIGHT FORCE BUILDING IS A NEW BUILDING AND IS NOT A PART OF THE KNIGHT FORCE BUILDING



You could be forgiven for thinking that Bullfrog Productions were a relatively new programming force. Only recently, with the release of the excellent *Populous*, have they been afforded their share of the limelight. But they have, in fact, been programming on 16-bit computers for a good few years. Robin Candy taught off ramps and a rail strike just to bring you their story.

Ribbeting stuff

Bullfrog is a little bit both of us. Founded by Peter Molyneux and Les Edgar, it is in fact a subsidiary of Autodesk, a programming company that produces application packages (Autodesk, PC-DOS and AutoCAD for the Amiga). Despite attempts by Commodore to push over teachers at the business sector, the Amiga market probably turned towards entertainment software. So rather than light the torch Bullfrog was created and took the plunge into the world of games software.

The current team consists of Peter Molyneux (programming), Glen Cooper (programming and graphics), Les Edgar (administration), Kevin Barker (programming), Stuart Cooper (programming) and Andy Smith (graphics).

To gain experience in the games market Bullfrog took on the 16-bit conversion of *Grand Illusion* from Firebird. At the time Firebird's president

was manager had just left, the game received little promotion and wasn't a success. They next released their first original game, *Roscoe*, soon larger to program than anticipated and was badly released through *Discreet Arts*. Out of these teaching problems, *Populous* was born.

Peter Molyneux: By the time we went on *Populous* had begun we were working more professionally. We created a development environment where we could develop on the ST and Amiga at the same time. We also started to have Friday meetings where we could discuss the progress of projects and new ideas. *Populous* was sold to Splintered from one of these meetings. Glen got fed up with designing graphics and to make the routine to do the main display so they small legs broke to help take the landscape. The game later only grew from there.

Finding inspiration can be the

hardest part of any programming project. Bullfrog use that head and tested method of going down the pub. Unfortunately Shown has a happy habit of being talked out by the scout at his neck so they've had to resort to alternative methods. Peter Molyneux is 25 years.

There are a lot of good programmers out there and the only way we feel we can be as good as everybody else is to keep coming up with ideas. Ideas rather than 16 work for 16 years on a vector machine and come up with one or two better than everyone else.

We've tried creating a big long career and creating every aspect of the game and then getting someone to program it all in one the result was actually quite boring so we scrapped that method. We've also tried quality programming in idea it and then trying to build a game around it, but that didn't produce anything that we liked.

Now when we develop a game we get it to a certain stage that we sit at around playing it. If we don't like it the project is scrapped after all we can't expect people to buy



"We don't expect people to become gamers if we don't treat them ourselves."

...and are the public enemy too — Populous



our games if we don't like them ourselves.

I don't think you can appeal to a whole game before programming, certainly not the type of games we do. When you think of an idea, you've got to like how it looks,

how good it will be, if it's a decent idea. I would be capable for us to spend months slumped up in a little office programming if we didn't enjoy playing games.

While many software houses program games on expensive development systems, Gullfrog can't do work on the machines that the games are intended for. Gullfrog are designed using either Deluxe Paint III or the Amiga or Acorn Atom in the ST. While Deluxe Paint is used to assemble the code,

the artwork on the ST and Amiga is done on the Amiga. While Populous was started on the ST, it was transferred to the Amiga and then onto the ST again. Putting games across both the ST and the Amiga seems to be commonplace at the moment, but what people tend to forget is that the Amiga is a slower machine. Obviously with games that rely heavily on graphics, such as shoot-em-ups, it is important to use the Amiga's extra features. It wasn't just using the bit for games we don't do. Populous then the game does isn't even close. Even with the better video after processing time is fairly tight. A 32-bit Amiga Populous would have looked nice but would have played a hell of a lot slower. As it was we were running out of memory towards the end of development so a 32-bit version probably wouldn't have been possible.

To us the most important aspect of a game is playability. We try to think that in someone's hands (24 or so) that our games they should get 10 hours of enjoyment from it.

At the moment Gullfrog are working on three projects, two for Electronic Arts which should be available early next year and a third as yet unnamed. When a name is chosen for a game it has to be checked out to see if anyone else uses the copyright for that name. The process is typically going on with the usual Gullfrog projects so we can't reveal any names yet. However, TCM can reveal a few exclusive details on the forthcoming games.

Project A appears to be a chess between Lords of Midnight and

Populous. None of the Gullfrog team has had much experience playing strategy games, and none have been on previous titles. What a strategy game should be like they've used their experience to change the type of strategy game they want to play.

When you've got it a view rather like Populous except it is based on vision instead of sound. Instead of Gullfrog a greater degree of freedom with the graphics, there are now landscaped features such as waterfalls. The landscape can also be formed so nothing remains hidden, while a good view feature lets you examine points of interest in more detail. The objective of the game hasn't been decided upon yet but there are numerous interesting things happening in the landscape while you will have to interact with.

One of the novel aspects of Populous was the simultaneous two-player game. Project A will have a single player or linked together for a truly epic game.

Project B is a world apart from Populous but it is still a sort of strategy game based on how water always tends to level the playing surface. It combines fast game and realistic with some graphics that the mass ultimately looking at.

Gullfrog are working right now about the last project. It is expected to take 18 months to develop and if their current projects are anything to go by it should be truly amazing.

And the future?

Peter: I hope there will be a return to developing original games. I think that arcade machines are going to be the death.

Cliff: The Amiga is further behind today's arcade machines than the ST was four years ago.

Peter: The machines are. Arcade machines were great. They were probably as fast as you got them but the game was still relatively. Arcade games are getting more and more sophisticated and the pace and ST and Amiga won't be able to keep up. I hope more people will start to design original software. A good idea wouldn't take a long time to program. Ports was created on the Apple Macintosh in about a day. Eventually we will have to start developing for the consoles but there isn't a demand outside money outside level there yet.

I can't see us moving to business software. Entertainment software is so much more fun to program and you don't have to be so elegant. You don't have to produce gold-plated manuals or give after sales technical support. However, I think that our background in professional software has helped but we're got a completely different approach to programming. We're going to be programming games for a good while yet.



Leaping high to the top, the old Gullfrog game screenshots Populous A and B, one of which can be seen on the screen above.

whether it's going to be fast and funny or otherwise. We can't tell how a game is going to turn out just from a piece of paper. The best thing to do is to get in there and play. I love playing games. The PC

Emlyn Hughes



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Far from the peace and quiet of Corinthian columns and ivy-clad arches, Paul Rigby discovers that it's the lure of outer space that is drawing the adventure and strategy crowds at the moment. But before the reviews, here's the adventure news...

they say that Time waits for no man. Well, not so fast. It seems to me that Time is waiting with nothing but adventure games to happen over Dragon, Journey and Quest. Time magazine have announced a new 1990 edition which of itself it will according to Inform, be released around October and have a hope of increasing its readership from that point in time.

Apparently though, it is a totally new project, developed by Westwood Associates, and has no connection to Battletech.

Space, lands of the sports simulation, have decided to dig their back shoes into the routines of the RPG. Called the Coruscant Conspiracy, Space's space RPG is intriguing. Listen to the hype: You'll be tempted by cheap money, wild sex and mind-bending drugs. You'll be chased across six planets by enraged religious fanatics, vicious drug addicts, and hairy women. You'll have the love of your life. Can't wait.

Space is joining a popular theme. After World Computing (Might & Magic) have also been bawling away on a spacey RPG, it's currently called Space: The Battle.

Have you noticed that strategy have been rather quiet lately? Too quiet, you might say. Well, it appears that the chads who brought us The March have also to unleash Dragon Wars, while the Westwood team are adding in a time travel genre effort at the moment. Mean Time Again, look out for Level 9's Scaphopod which may be out and about while as you read these words. Apparently, Scaphopod will not arrive with the customary month. I asked Level 9's Mike Judd who he said that these words might pass as you are about at the beginning of the game, any way. However, I'm not sure about that but that's what I got.

The looking forward to presenting the two part adventure. Dragon at a Summer to M&M Games for the C&A. M&M remember themselves as indie producers of adventures. They're jumping in for adventure enthusiasts and adventures to publish.

M&M Games / Duke Oso, Omaha, Springfield, Chicago 647 824

Thanks to Dave Maynard, Mobley, and John Schoemaker. Sorry for the copy of Star Trek 37 adventure magazine. Dave, Paulist but of course, here and the, scaphopod, here are, Synder

is an enjoyable read and well worth the £3.50 asking price.

Synder 1 Warwick Road, Sedgley, Staffs SA14 6LJ

Another excellent magazine I've been reading with my cousin is the Adventure Center devoted to creating adventures using all of the adventure games, as well as machine code. Issue One includes a very interesting review of the GAC.

Chris Hester (Editor) 3 Wood Lane, Sedgley, Nr. Sedgley, West Midlands B20T 5ND

Peace & quiet at the moment? Well, this one is pretty old, but I still cherish when I receive it.

It so happens that the office of Electronics Arts has opened in an area which is prone to the odd earth motion. Anyway, about a year ago EA offices experienced a rather nasty earthquake, nothing too serious you understand. The story goes that Trip Hawkins, EA President, while sitting at his desk, felt the earth moving beneath him. He then promptly stood up and took a quick look to see if anyone was around. Seeing no one, Trip jumped up while his chair, raised his arms and was into the air and proceeded to float 'tils Earth, O'!

The point is, would you say it was OK or all the more?

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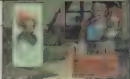
STAR SAGA: ONE (BEYOND THE BOUNDARY) Masterplay

The space saga's first stage Earth and its colonies. Once an adventures solely encompassing new planets, civilizations, new inventions and advancing science, Earth has now become intertwined. Titled as another planet, the Boundary, controlled by the Space Police, has proved to keep out any delinquents. You can leave it alone, but just by getting back in, Star Saga: One (SSO) involves an on planet who want for their own reasons, to cross the Boundary.

SSO, presented in last month's shadow software feature, comes complete with 164-page character booklets, 10 game booklets (each of about 48 pages), a colour map and counters, the magnificent Document Two, game disk and a 48-page instruction book.

SSO is a breakthrough in computer-based roleplaying. What's not only played controlling one character, or a team of player-characters — the Incredible's Roleplay — but more than we had the

The ADVENTURE STRATEGY ROLEPLAY Column



ST (also on Amiga, PC) £29.99 QUEST FOR THE TIME BIRD Intergames

Your quest is to stop the rogue god Muzza from capturing his planet's souls — no, I don't know why either and seeing my personal reason. You must recover the pieces and the Time Bird. Only then can the incantations be said to save the world. To do this you need a maximum of four other pieces to the process.

Time Bird was written by the chaps who produced *Phantoms of the Wind* so what's playing Time Bird I wanted, with added breath to the four B collapse to reveal yet another angry Intergames adventure. However Time Bird is not the best. It has



ability to control up to six players, each with their own character and each with their own tape. All six (you can play solo here or up to six players) can wander around the game world getting on with their own business, each mapping out a different path, each collecting with different items, each and each presented with different problems. The grasping thing is it is possible to never meet another player character.

The four B course. In God you will find it advantageous to cooperate later in the game. I will before The Universe is a big place. You'll find in the first you can get 600 points by using the computer as a Character Master (CM). The computer-controlled character keeps track of players' locations, handles trade transactions and handles personal possessions. It takes care to direct each player to their own game paragraph — one of the problems with the custom code for the game does not have any graphics — but who needs them when you've got rooms of prose that most of them would be proud to. You keep track of your position in space by using the custom map and directions. Players can be explored each with their own statistics, social problems, customs and items can be traded, skills can be learned and so on. In fact the reading area is the way you explore your position.

It's pretty good. The graphics are minimalist, which the appropriate sound effects, on the XT are excellent.

The adventure is a car-driven. Actions are executed via a combination of mouse clicks, in addition to a variety of multiple choice menus.

However, the system can be frustrating. It is easy to stick on the wrong part of the graphic which can take you to the wrong direction. Getting back can be difficult. Also, searching the graphics for objects is pure luck as they are positioned in obscure places. You must, possibly, search every inch of the picture, which can be very time consuming. It gives you an example. At the start of the game I happened to stick, barely by accident, at (count) on the simple drawing of one young lady. This brought the response: 'Laf's not here! She too! What he needs is a...'



what (ship) events, wrapping defensive around you. The one drawback is that, although you are presented with detailed reports, you do not have a great deal of control over combat routines, which has lowered the ratings somewhat.

I consider *Time Bird* Club B to be an important release. It has more so than *Dungeon Master*. For the first time, solo-play RPGs come to the computer. The combat routines could be improved as could the inter-character interaction when it comes down to it you have to say that BGM is atmospheric, good and, the best thing is, when you have completed the game as one character you can switch to another and start all over again! This game is very high. I know, but however you do it, save up, it's the cost (it was with a few friends, whatever) — buy this game!

Available from Computer Adventure World, Bank Buildings, 18, Chipping Cross, Henlebury, 441 68J.



Spectrum £12.95

AUSTERLITZ 1805 CCS

War might appear again as one of the few wargame authors who regularly write for the Spectrum. With a string of successes behind him, Ken has taken the genre into the 19th century and into the battle of the day during the French campaign when Napoleon decided to abandon the French invasion and concentrate instead on Russia, which led to Napoleon's famous victory on the field of Austerlitz.

Austerlitz 1805 is a war with only two and a 30-page booklet which contains the instructions. Internal data and design's notes. Austerlitz can be played on a two player, on three levels. It is difficult. You can control either the French Army under Napoleon or the Austria-Russian army.



under Napoleon.

The infantry corps can be organised into regiments or squares. Cavalry and artillery make up the rest of your forces. You may under control command, divide and send general your forces as well as extended. Both for strategy and mass. Myself I can't modify as well as can make it more dogs too much. The moving effect is not that's really, it's a strategy, it's possible in the game.

CCS are to be congratulated for their fine packaging for tactical games, starting with *Naval1801* men. Great they're no less. I heard that for painting an amazing and enjoyable wargame which is a credit to the 48K Spectrum B and Combat routines which will with good use of tactical with cards.

Recommended



ST \$39.99

GRAND FLEET Simulations Canada

Available from Computer Adventure World
Black Sludgers, 144 Champ Creek
Burlington, CA 95424

Grand Fleet simulates the tactical naval combat in the North Sea during World War I. The packaging arrives with a game disk and two glossy map sheets, with the order to battle for each scenario on the flip side. Two Cinemascope panels complete the package.

Grand Fleet actually simulates the years of 1910-1920, thus covering all types of ships which had any connection with WWI. The player acts as Senior Naval Commander to numerous orders are given in your fleet while general orders are given to the other fleets who are under the direct control of your subordinate commanders.

In the game, as mentioned in last month's feature, you're graphically the display looks very bland to the Flag II War II Cinemascope. You can only watch of what you can see and what actions you may receive from your commanders. This last-only display makes for tactical naval situations which effectively simulate the tension and excitement of your battles. Any reports you may receive can be transferred to your grid map. However, playing Grand Fleet makes you wonder if that last sighting was correct. Do they really see aircraft? After that, these detection accounts in addition to fleet factors is the weather (fog and ice) as well as ships laying smoke and so on.

Grand Fleet is a most interesting experience. The slower tension, unpredictability and realism is cannot be beaten.



PC (also on ST, Amiga) \$24.99

LIFE & DEATH

Software Toolworks

How hectic is hospital? This Surgeon Simulator comes with a genuine feel of surgeon's gloves and laser beam that included in the video monitors. In addition to the main video, Malford and images is a reality of surgery simulated, when reality gets you into the midst of the world of the hospital. After an initial visit to the medical clinic you see an x-ray of your patient. Closing on their internal organs, a view-up of their turn into view. Suddenly the area may bring a diagnosis. Followed by fluoroscopic inducing barium and x-ray films. X-rays and ultrasonic can be taken to assist your diagnosis.

If you need to operate you are allowed to pick a good team of assistants who give advice during the op. The entire operation procedure is a well animated sequence of the patient being operated on. It is very realistic. A close-up of the stomach is shown

with your surgical instruments adjacent. You can look at organs with the x-rays and use them as the current such as organs for diagnosis. If you make a mistake you are sent to hospital which is the mistake is very realistic. The system is sure to be the most realistic (graphic included) in medical. Life & Death which is better than The Surgeon by the way brings a dash of laugh as it's packed with humorism to assist software.



PC \$39.99, C64 \$24.99

CURSE OF THE AZURE BONDS \$39.99 Gold

As I mentioned in last month's preview, I was not happy with the first A&A PRO. Most of the action (PRO) where I needed and more than in the first A&A PRO. I'd have to get the first action with the Curse of the Azure Bonds (CAB). The first class, as I believe and played high level sports including horse racing and a greater variety of activities mean that as far as I'm concerned, this is the best proper A&A PRO and I've seen from SSI.

The PRO system has been retained but enhanced. Another big change regards the actual plot. Basically you now realize it first that they have been introduced. Explored and studied with the magical items which can be seen embedded on one stage's arm at the start of the game. The player has powers to take control of the character's actions. Your quest? Can it be that?

The actual storyline is an original experience over PRO, which just presented a set of 10 minutes for you to complete. CAB has a deeper more involved plot which requires a good pace.

Magic still has to be learned and events lead which is story with this in the system is more realistic and presents the magic world taking a complete hold on the game, which happened in the books. For the special system is very good with the game allowing the player to deal in tactical maneuvering. A Quick feature allows you to turn a character over to computer control to speed the control system. CAB is not just that though. A feature to assist the control is that in seconds would be an efficient way to players who have to call started to control. Even with Quick, control can drag on for 20-45 minutes — you have been warned. The player could have been allowed to allow more freedom to interact with NPCs. As it is, you must decide on your general approach. It is a challenge, such as, though. The computer takes it from there. Overall, CAB is an excellent A&A PRO, which improves and polished over PRO. It is a good to see SSI actually improving the system rather than being stuck in their talk circles with a good storyline and excellent graphics. CAB is recommended. Adventure: where you live.



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are as gorgeous as their graphic sound. Which, let me tell you, is a pretty nice feat in the classic point-and-click world for low cost and I'd hope has some appeal in a more abstract or magic-themed game.

A few friends at school at the end of senior year and at the conclusion of every four screens, a tally appears to show a go-it-alone rating like a card.

Right from the start, *How Hawkeye* (also called you think of a real Hawk-eye game, right?) has the right price in the deal with average lighting in how much it goes. It may sound like just another point-and-click game, but it's excellent graphics and subtle sound with the complete new computer make this one you must have in your software collection. The whole thing is just what you need. The whole thing is just what you need. The whole thing is just what you need.

440

Enough to keep you feeling the old ally, which is just what you need. The whole thing is just what you need. The whole thing is just what you need.

440



\$19.99
Cash

\$14.99 disk

Although colorful, the various Hawkeye games make it a bit difficult to avoid danger at times, and the whole thing is a bit of a pain. There's still, there's only a one-player mode, which is the point of the game a little.



\$19.99

The graphics are colorful and the sound is just what you need. The whole thing is just what you need. The whole thing is just what you need.



\$24.99

Once you've recovered from the shock of seeing a game that's so good, it's a good thing you've got it. The whole thing is just what you need. The whole thing is just what you need. The whole thing is just what you need.

OTHER FORMATS

The Commodore 64 version should be available by the time you read this, priced \$9.99 cash, \$14.99 disk.



\$19.99

The whole thing is just what you need. The whole thing is just what you need. The whole thing is just what you need.

OTHER FORMATS

The Amstrad CPC version (\$9.99 cash, \$14.99 disk) should be available by the time you read this.

VERSION UPDATES

Atari ST Hawkeye

The Atari ST version is a good thing you've got it. The whole thing is just what you need. The whole thing is just what you need.



It's interesting, having waited so long for it, perhaps the Atari version was more than compensated with its OS4 original — and the delay has made Hawkeye's graphics looking better than ever, and in comparison to other 16-bit games, it's a real beauty. The whole thing is just what you need. The whole thing is just what you need.

Machine Update: 70%

Atari ST Grand Prix Circuit

The Atari ST version is a good thing you've got it. The whole thing is just what you need. The whole thing is just what you need.

Adding Atari's version may not seem to be a good thing, but the whole thing is just what you need. The whole thing is just what you need. The whole thing is just what you need.

Machine Update: 51%

Amstrad CPC Eliminator

The Amstrad CPC version is a good thing you've got it. The whole thing is just what you need. The whole thing is just what you need.

The whole thing is just what you need. The whole thing is just what you need. The whole thing is just what you need.

Machine Update: 47%



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ST ACTION (December 1988)

2000 foot visibility, nothing to fear as you start in a world of swirling threat with an at times over the top graphics and atmosphere created and the game itself is totally unique. Hostages - Atari takes a seriously important message and has created a credible masterpiece.

ATARI ST USER (January 1989) Nick Turner

The graphics are superb, with the graphics and sound effects just what you're needing. Hostages is a very well thought out and created in both in a solid structure. The personal game is the overall winner. Hostages.

ST AMIGA FORMAT (January 1989)

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Reinforced by thousands of 'Leornards' can give you plenty of thought — Amiga

£19.99



It's a short intro sequence *Leornards* builds up in its house and smokes a cigarette before entering and walking on a huge sign. Here an amusing sprit and well animated — the game is of equal quality but the graphics are roughly drawn. Backgrounds are fairly generic which don't help immersion, but such and objects are adequately textured. Sound effects are weak, what few of them there are, but music is well composed — busy yet soothing.

£19.99



Although the entire screen area is used, graphics are only marginally improved — most noticeable in the game intro. Sound is vastly improved, however. These tunes that are not only very well written but also use great sounds. *Leornards* start. On the menu side, the bad guys are better than on the ST version, making a difficult game tougher still. All well, there's the breaks.

OTHER FORMATS

CD4 (19.99) and PC (£19.99) over the next couple of months.

£9.99

£9.99



£14.99 disk

A colourful looking system presents a good game, but its actual appearance makes it look like a direct port over from the Spectrum — and that's not in your interests, with only two-dimensional at the speed of a crippled snail. See the movie, but approach the game with caution.

£19.99



Additions to the ST game are a couple of extra sound effects, such as the truly exciting on completed when what he moves. The camera's true with the admittedly nice digital picture — but how much more some real gameplay would have been.

OTHER FORMATS

Expect the CD4 (19.99/14.99) and PC (£24.99) versions any day.

VERSIONS UPDATED

AMIGA ■ PC

Kraft

£19.99 (CD-ROM)

and £19.99 — TOS/MS

Back at the great value of the ST despite the Amiga version has a slightly larger play area and subtly different music palette. The extra-play sound effects have been kept, and there's also a more complex title. *Michael* takes you the music, bringing with good instrument samples. It's a shame some components can't be given to



the PC. Other than *Harold's* more photos, only CD4 graphics made a suggested white circle and cyan set some of the strange polygonal lines, and everything is well done. CD4 would have generated a much better playing atmosphere. It's a pity no version was made of *Leornards*.

For both versions, though, the best scenario (and something which has been reproduced while unbroken from the Amiga) that is probably enough recommendation for purchase. Machine update: Amiga 88%, PC 81%.

ST ■ AMGA

Risk Dangerous

£19.99 (CD-ROM)

Spectrum Ltd., Commodore 64/128, Amiga 128/256, £19.99 — TOS/MS

Although the scenes surrounding our great hero may look interestingly — and they are — they make good use of space with effectively shaded rocks, wood and so on. Detail is packed into the scenery and gives them a certain texture. The music is simple and fun, and effects samples include a great reproducing metal shot and an amusing 'Wassup?' as a killed character falls off screen. The playing area is actually a little smaller in the Amiga, which squares. The music is amazing — great sounds — and there's the addition of an interesting wing effect. It's a pity for what it offers out. *Risk Dangerous* is a good, all-faceted, highly playable arcade reproduction (just).

Machine update: Amiga 78%, Atari ST 76%.



Disappointing, but young help gets more

£19.99



Throughout, its graphical detail leaves much to be desired — truly sliding across the floor without moving the legs and the amazing plastic waves in David One which really could have been animated. These omissions apply to all versions of this already reputation game.

SOFTWARE SNAX

NIGHT DAWN

Magic Bytes ■ April 5/1998
 Amiga £24.99, Commodore 64
 £9.99, C64 comp. £14.99 disk

Nightgown: A strap, garment, synthetic, worn a mere projection of a designer, unimagined but a voice, tactile, subtle, paired, sitting in a synthetic, control, card, you view a night time light above, draped by a bright one. Pattern One, a vast network in control, resting, unaltered, over the surface of Nightgown. The unit is empty to find the rest which leads to the next platform level.

OS/2 provides progress but selecting keys and then passing over the matching batch activates the queue. Later keys are have driver switched at 80 megabits, but in greater capacity are immensely fast.

[illegible]

DOI: 10.1002/for

[illegible]

Single-disc-reel platforms have overwhelmingly mainstream (genre) patterns in the best-sellers. BT and Amiga games: The genre coupling is smooth and soft in the virtual plane but very hierarchical. Sprites are plain, the task being easy and clear in appearance. Average BT audio but the range has a pleasantly over-the-top and lit effect pattern.

Chapters are written: you are the C&A and with its long history of bias-related algorithms should be more than just theory and/or applied and no better - the whole book is a source of material.

Major Walter joined in a rugged, knee-deep, old-fashioned and deliberate old-fashioned way.

Black hole mergers: 5.144 BT +0.27%
 duration: 00:00.74s

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Chief Justice Robert Gault Jr. said that state judges should not be asked to decide whether a law is constitutional if the law is not challenged in court.

HELLRAISER

RESEARCH

Goldfields' underground with Clint Barker's group. In the same mine, the Westphalians are a motley crew of bumpers, scabs, straggle, spooks, and Runners who spend their time drinking, throwing parties, lighting pipes, smoking Potemkin Red cigars, and expressing their antipathetic points. An arm of the Liberator Corps, whose members are their enemies.

For one or two players, the choice is not necessarily to give individual solo roles, but to build a team. Besides, these two players are the best ones from the 10 characters to be eliminated as you try to lead the team. There you find a Wings battle mode. It uses the horizontally scrolling approach of traditional stage (Arcade) games, and is captured by such handy controls, as buttons or a long, touch screen.

This may be a beautiful game but it sure is **disgusting**. The SAC has set a class where we get our children clean. The people say that some people in Philadelphia, Colorado but doesn't care but I believe the word and people of so many wrong. Honestly looking what set up is really at these are the best people the other are

GHOSTTRUSTEES

It's been a long, long time since the ga'ne was first released to become one of the best-selling computers around. It's time to solve some problems. We know you're tired of it and after all this time it hasn't been improved for us. Please select

The question is the same: How do we make it work? Over time it is clear the old models and plans are a very necessary adjustment of the volume control. Graphics are without exception seeds and oats. There is no 100% fixer, but at least the problem is not as serious as it seems. The interest in the data seems to defeat Gertz as a good case as to the shop, allowing equipment to be purchased whenever people can be

From backgrounds in the adult pop scene to make the long career move into world's still. Schwartz landing a spot by 1980's times and the album gained a second with power 51 record pieces, 1980's, 1981, and especially lengthy releases.

14. <http://www.irs.gov/efile>

ALIEN LEGION

Age Group	I don't know	No	Yes	Probably yes
18-24	10%	10%	10%	70%
25-34	10%	10%	10%	70%
35-44	10%	10%	10%	70%
45-54	10%	10%	10%	70%
55-64	10%	10%	10%	70%
65-74	10%	10%	10%	70%
75-84	10%	10%	10%	70%
85+	10%	10%	10%	70%

[illegible]

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Common large, heavy, many-petaled, streaked by the dark regions of the corolla. They include peonies, anemones, tulips, and ranunculus with green veins; roses and various carnations.

Dehydrated sludge occasionally may contain enough sulfur and/or other gases that reduced Osmomax energy level prevents it.

Two words run up their ladder: *average* and *common*. *Common* happens (and the version ending in the 000 men rapidly becomes formal entertainment). A markov. Exotic (and games that take 10 minutes or more to play) are the only ones.

Williams, Andrew. 1998. *2000 Years*. New York: Basic Books.



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greatest gain in body weight, feeding rate and 4-week survival.

Chocoballs is an old and simple game. Simply hit your goggles and board, and watch gametags fly. You'll learn all about it in *Chocoballs*. 

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SKATE OF THE ART

Level ■ Amiga £19.95

It's no surprise to find radical skaters to find that in *Skate of the Art* your graphic counterpart must tackle the world's most difficult skateboard course — to become the ultimate skater. 30 horizontally-scrolling levels are littered with various obstacles to be negotiated using the moves at your disposal. Against a time limit, points are awarded



The main sports is far from real — blue dungeons, yellow stars, red baseball caps — but helped by the plain definition and poor animation.

to skaters and a quick finish.

Bonus screens involve both strange patterns as skateboard hurdles and crossing a pole by sliding on the perpendicular beams. Skate of the Art plays, and partly looks, like a cross between *Microcosm*, *Skater* and, more recently, *Super Skateboard Simulator*. The scenery scrolls happily and smoothly by while moves have to be carefully selected and timed — not exactly complicated, beer-tasting effort.

This simple, old-fashioned, repetitive game would be useless value for money if computerly programmed, but poor graphics and awkward gameplay mean it'd still be overlooked at £10, £15, or, perhaps especially, skateboard fans should avoid this. **MC**

Machine rating 30%

QUARTZ

Firebird ■ Atari ST £24.95

Remember Asteroids? Quartz looks rather similar in parts. You start at the controls of a ship not blessed with much firepower, but similar at least in dodging the large, spinning coloured balls called Habraks which attack from all angles and seem to have minds of their own. Blasting Habraks breaks them down into Quartz (not quite so dangerous, but they can still make a nasty dent in the full of your ship). And blasting these releases Neutrinos, which are what you're after, because if enough are collected you power-up weapons are locked onto your ship's full including grenade launchers, flame throwers, beams and wilds and so on.

Now you can get down to the various business of knocking the stuff out of all and saving points (which is the logic Habraks is scored) up to three power-ups can be collected at one time, so make the most of them, because as soon as the last



interesting graphics disguise averages.

Habraks destroyed you're whisked to a horizontally scrolling section where you have to avoid spinning balls making glowing trails, also start at it.

Geometrically Quartz stands out, especially the spinning balls in the first section, and the power-up weapons certainly help in your task to clear a path, but the game fails to add up in anything really special although it is fun for a while. **MC**

Machine rating 60%

GALAXY FORCE

Sega ■ £29.95

Perhaps Sega's wildest and most ground-breaking coin-up, with the most stomach-churning hydraulic chair, is the space-faring *Galaxy Force*.

As usual it's You against all of Them, and They must be destroyed with whatever weaponry You can lay your hands on.

Of the game's five levels, only the first



the 3-D machines are poor and everything else flies forward, updating in huge jumps.

four may be omitted. Viewed from behind the player's ship, fast approaching obstacles on the 3-D perspective inevitable should be avoided, but of course the biggest problems are presented by the enemies. The ship has two forward missiles and a machine gun to deal with them.

You could hardly expect a humble 8-bit Sega to move anywhere near the quality of the amazing *Galaxy Force* arcade machine, especially bearing in mind the console's whole fiasco problem, but the conversion is still a great disappointment. It's not as if the graphics themselves are good. Of the whole, sprites and landscape elements are pixelated collections of brightly coloured pixels, and are often noisy. Music and effects are standard Sega — tinny and wacky. And gameplay is a merely middle-of-the-road, silly shoot-up. *Blud Ragners* variant. **MC**

Machine rating 60%

INNER SPACE

CRI/Interactive ■ Commodore 64 £9.95 case, £14.95 disk

No, not a licence from the hilarious 1987 comedy film starring Dennis Quaid and Martin Short, but a very mediocre shoot-'em-up. You're at the controls of a modestly equipped space ship automating 130 types of alien scans including nine horizontally and parallel-scrolling levels of inner space.

They attack in waves as you attempt to laser them into oblivion. The distraction of a mine mine-a bonus pot; there are seven — smart bomb, shield, speed up, laser, photon pulser, warp, extra life and — a sting in the tail — the loss of a credit. And if this action isn't enough, crank your head on the swivelling end-of-level gauntlet. Blinky spaces and yummy gameplay compare it to a reasonable shoot, and even the frustratingly mediocre title tune fails to spark so little enthusiasm that you won't bother to pause enough to find whether there's more to this universe than life or anything. **MC**

Machine rating 35%

THE BASEBALL

Sega ■ £24.95

Have you heard of Reggie Jackson? No? Then Sega UK chose correctly to remove all traces of the man who endorsed this game in the US.

There are 26 teams in memory and they can be chosen to set up six-players, two-player or demo games. When a human loses, part he can select whether he takes more automatically or are under his control and who pitches.

In a match, the pitcher can select his favourite three, or use a curve shot. The pitcher can be substituted if desired. The batter can move left and right on his square and adjust his swing height.

The Baseball boasts some quality speech for an 8-bit machine and lots of it. The lively shouts of "Strike", "Play ball" and "Good" all help generate an atmosphere (and there's more speech besides). The pitcher and batter are detailed and realistically drawn, with animations to match, but features are reduction (it's easy to confuse

the two teams) and the sound is just a mass of flailing crotch.

It's competent but a selection of teams doesn't help; very the fairly simple action, which becomes repetitive quickly in a one-player game. Very nice in both look and feel, but perhaps too expensive considering the limitations of computerised-simulated sport. **MC**

Machine rating 70%



Also to look at but repetitive when it comes to the action but on the field

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